

4.1.12 ECS Registry GUI

The ECS Registry GUI is a management tool for ECS applications. The GUI interface allows users to create and update parameter information. Registry data will be warehoused in a registry database.

Table 4.1.12-1. Common ECS Operator Functions Performed Using the Registry GUI.

Operator Function	Description	When and Why to Use
Copy	Copy selected item and store contents into buffer.	Useful when new parameters that are similar to existing parameters
Move	Move selected item.	When a node is in the wrong location.
Paste	Pastes contents of buffer.	After a node of choice has been selected.
Map	Associate an attribute tree to a mode	Attribute trees contain configuration specific data. Attribute trees can be mapped, with an explanation, to a mode which corresponds to a specific task.
Add	Add a new node to an attribute tree	Add a node to represent configuration specific data.
Delete	Deletes a node	When a node is no longer necessary.
Rename	Renames a node	A software change may require a name change to a node.

4.1.12.1 Quick Start Using the ECS Registry GUI

The Registry GUI is invoked through Unix command as follows:

```
>setenv DISPLAY <current_host IP>:0.0
```

```
>EcCsRgRegistryGUIStart <mode>
```

where:

<current_host IP> is the IP address of the host on which to run the GUI

<mode> is the mode to which the configuration parameters apply (e.g., OPS, TS1, etc.)

4.1.12.2 User Interface Name Main Screen

Before displaying the ECS Registry main screen the user must login to the ECS Registry Database. The login window is shown in Figure 4.1.12-1.



Figure 4.1.12-1. Registry GUI Database Login Window

Table 4.1.12-2 describes the various information, control, and data fields in the login window.

Table 4.1.12-2. Registry GUI Database Login Fields

Option/Field Name	Data Type	Size	Description
"Database Login"	Display only	-	Window title
User Id	Text	-	User ID (Automatically filled)
Password	Text	-	Enter Password
Server	Text	-	Enter Configuration Registry Database server name
"Sign On"	Button.	-	Logs onto Registry Database.
"Exit"	Button.	-	Cancels login transaction.

On successful login, the ECS Registry Main Screen as shown in Figure 4.1.12-2 appears. On this screen there is an attribute tree named "DROOPY" displaying one host node called "dss1". Attribute tree "DROOPY" is mapped to mode ARAO. All attribute trees are *root* nodes. Attribute information displays mapped modes.

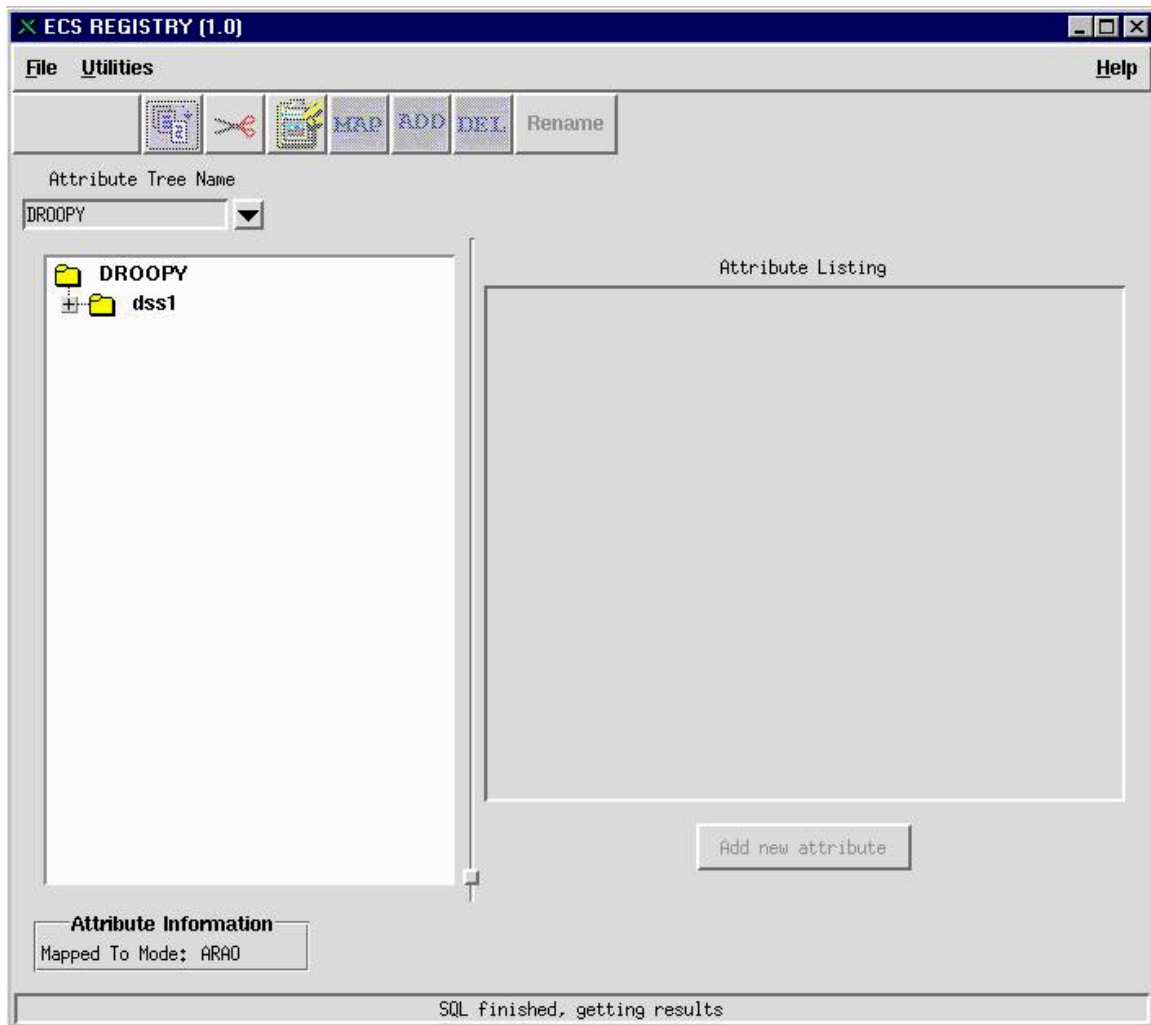


Figure 4.1.12-2. ECS Registry Main Window

Table 4.1.12-3 describes the informational, control, and data entry fields of the Registry main window.

Table 4.1.12-3. Information, Control, and Data Entry Fields on the ECS Registry GUI Main Window.

Field Name	Data Type	Size	Description
Attribute Tree Name	Click down arrow.	-	Displays a list of defined attribute trees.
Copy	Button	-	Copy selected item and store contents into buffer. See section 4.1.12.3
Attribute Information	Label	-	Displays currently mapped mode.
Add new attribute	Button	-	Adds a new attribute. Enabled when a node is selected.
Move	Button	-	Move selected item. See section 4.1.12.2.4
Paste	Button	-	Pastes contents of paste buffer. See section 4.1.12.2.4 for example
Map	Button	-	Associate attribute tree to a mode. See section 4.1.12.2.2
Add	Button	-	Add a new node to an attribute tree. See section 4.1.12.2.1
Del	Button	-	Deletes a node. See section 4.1.12.2.6
Rename	Button	-	Renames a node. See section 4.1.12.2.5
Status line	Text	-	Displays status messages.

The following menu bar options are available on the ECS Registry main window:

- **File** – provides the following options
 - **Exit** – terminates the GUI
- **Utilities** – provides the following options
 - **Clear log file contents** – Clears the log file
- **Help** – provides user help information

4.1.12.2.1 Adding a New Node

Figure 4.1.12-3 represents step 1 in adding a new node to an attribute tree. Select the *root* node, which will always be the attribute tree name, from the hierarchy list. Selecting any node from the hierarchy list will enable the toolbar.

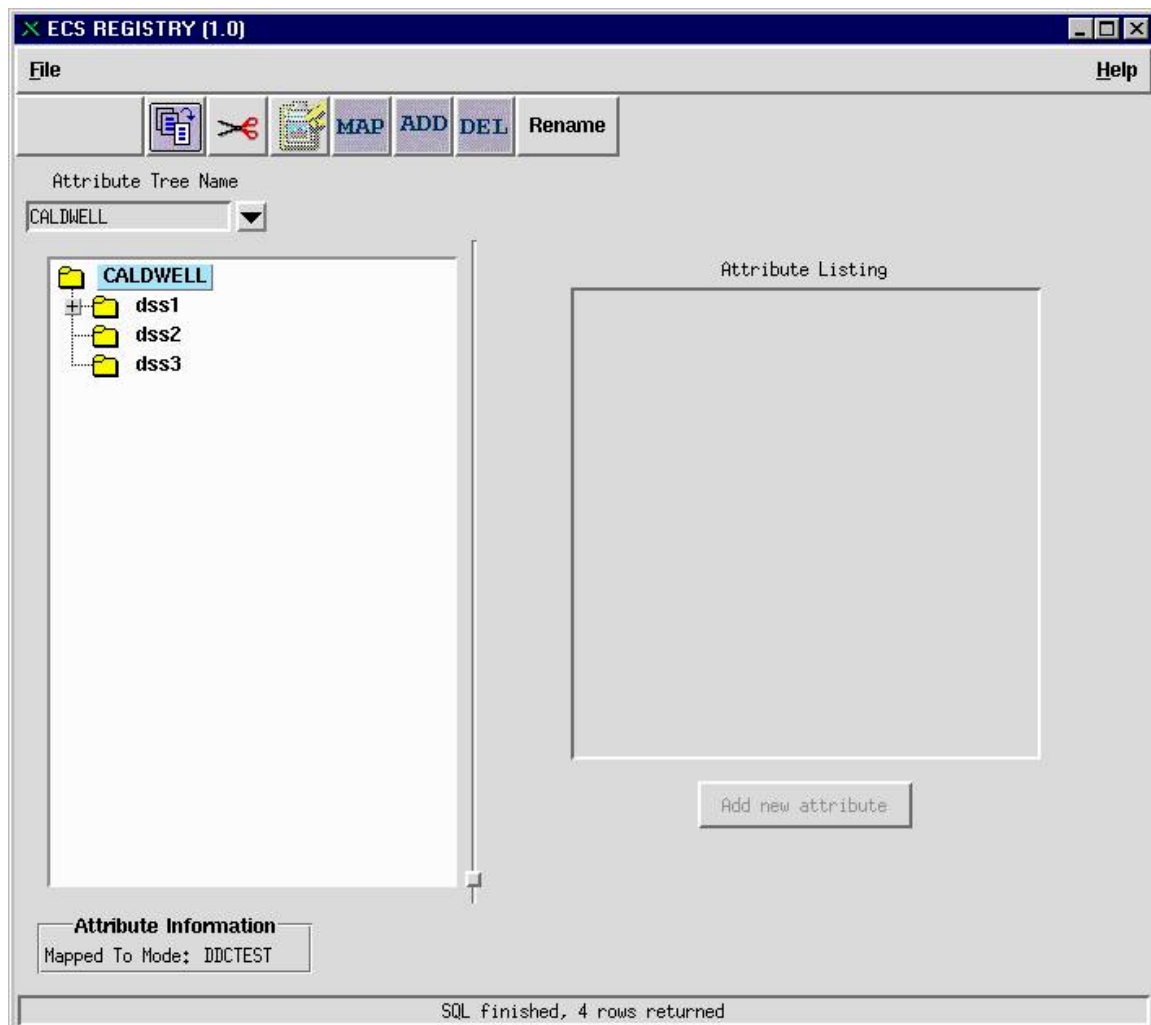


Figure 4.1.12-3. Adding a New Node Window

Clicking the “ADD” button from the toolbar displays the “Adding a new node dialog” as represented in Figure 4.1.12-4

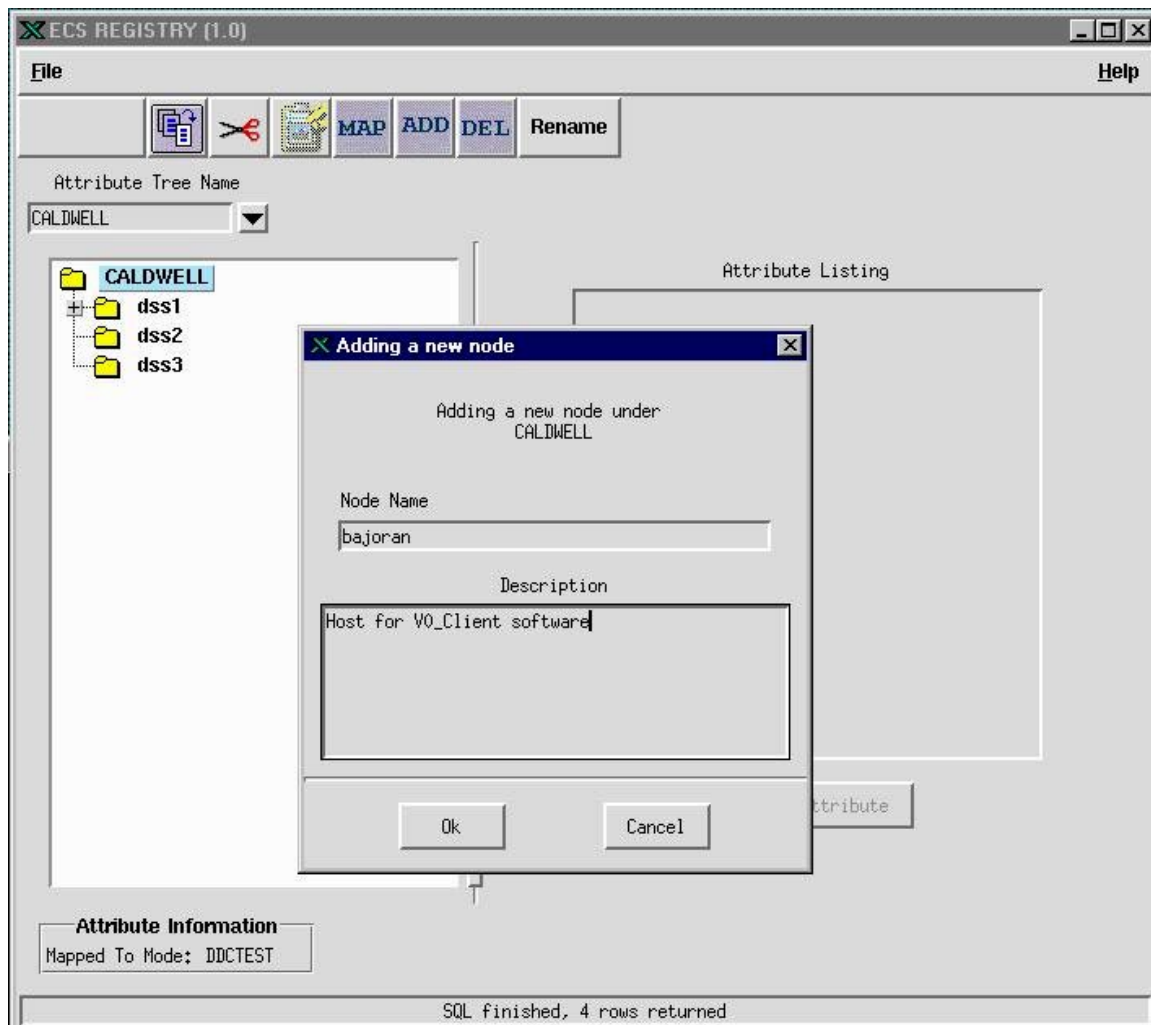


Figure 4.1.12-4. Adding a New Node Dialog Window

Table 4.1.12-4 describes the various fields in the “Adding a new node” window.

Table 4.1.12-4. Adding a New Node Field Descriptions

Field Name	Data Type	Size	Description
“Adding a new node”	Display only	-	Window title
Node Name	Text	-	Node Name
Node Description	Text	-	Node Description
“Ok”	Button	-	Accepts the ADD
“Cancel”	Button	-	Cancels the ADD

Figure 4.1.12-5 shows the final results of adding a new node.

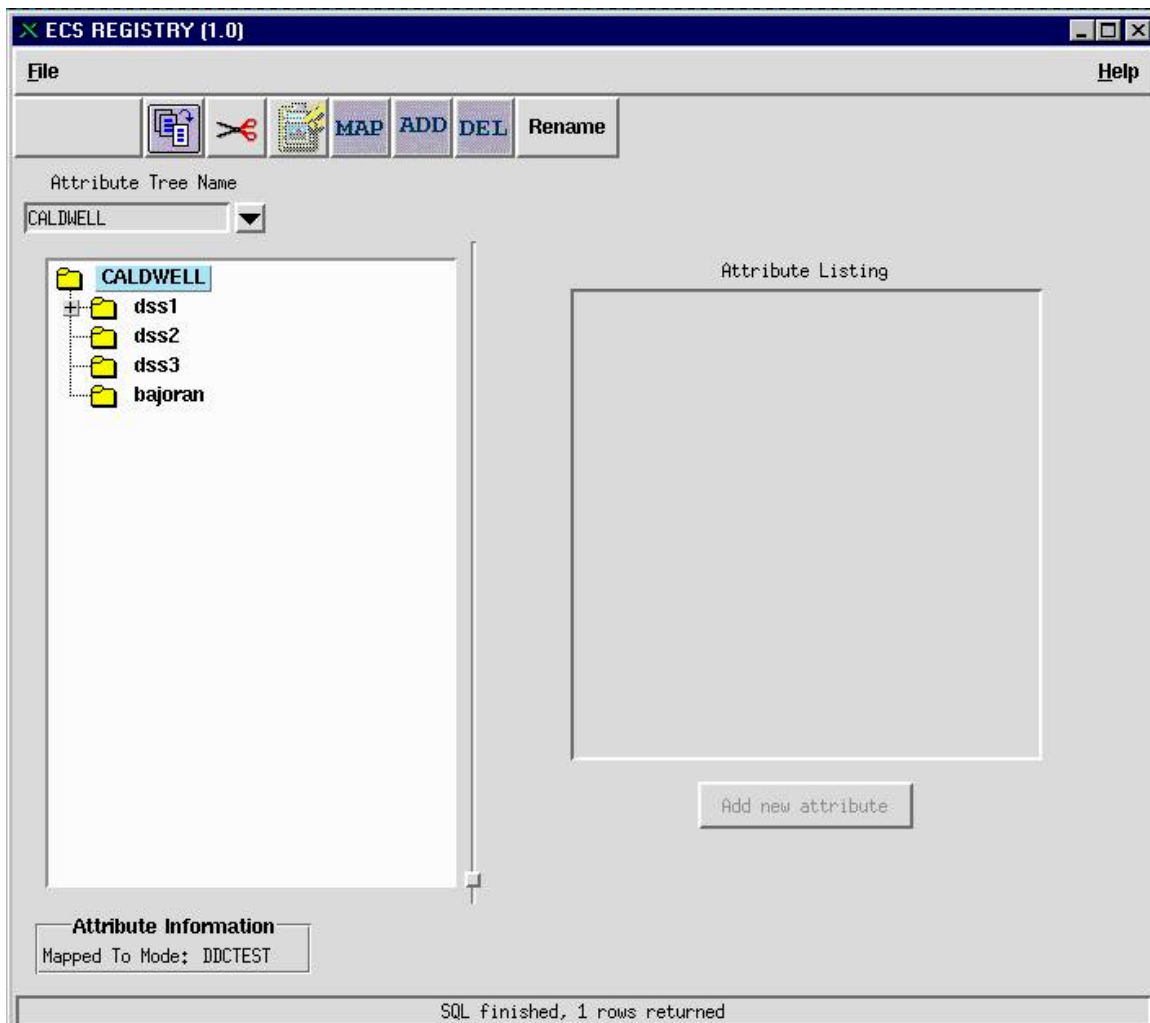


Figure 4.1.12-5. Results of Adding a New Node

4.1.12.2.2 Mapping a Mode to an Attribute Tree.

Figure 4.1.12-6 represents step 1 when mapping a mode to an attribute tree.

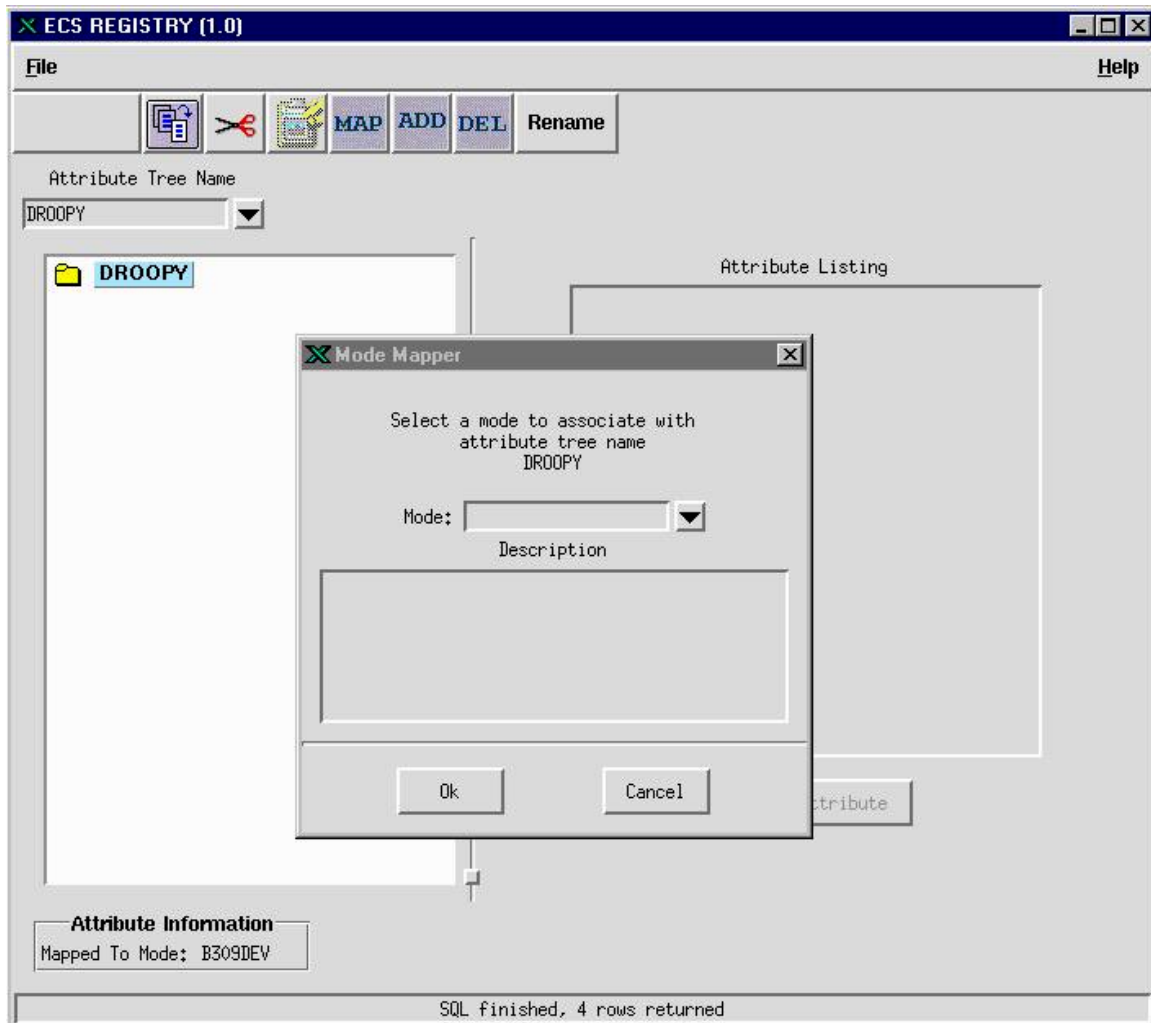


Figure 4.1.12-6. Mode Mapper Window

Table 4.1.12-5 describes the fields in the Mode Mapper window.

Table 4.1.12-5. Map a Mode to an Attribute Tree

Field Name	Data Type	Size	Description
"Mode Mapper"	Display only	-	Window title
Mode	Text	-	Mode selection using a combo box.
Mode Description	Text	-	Mode Description
"Ok"	Button	-	Accepts mode selection.
"Cancel"	Button	-	Cancels mode mapping operation.

To associate a mode with the selected attribute tree click the “MAP” button from the toolbar; the “Mode Mapper” dialog is displayed as represented in Figure 4.1.12-7. It indicates that mode “OPS” has been selected and a description has been entered.

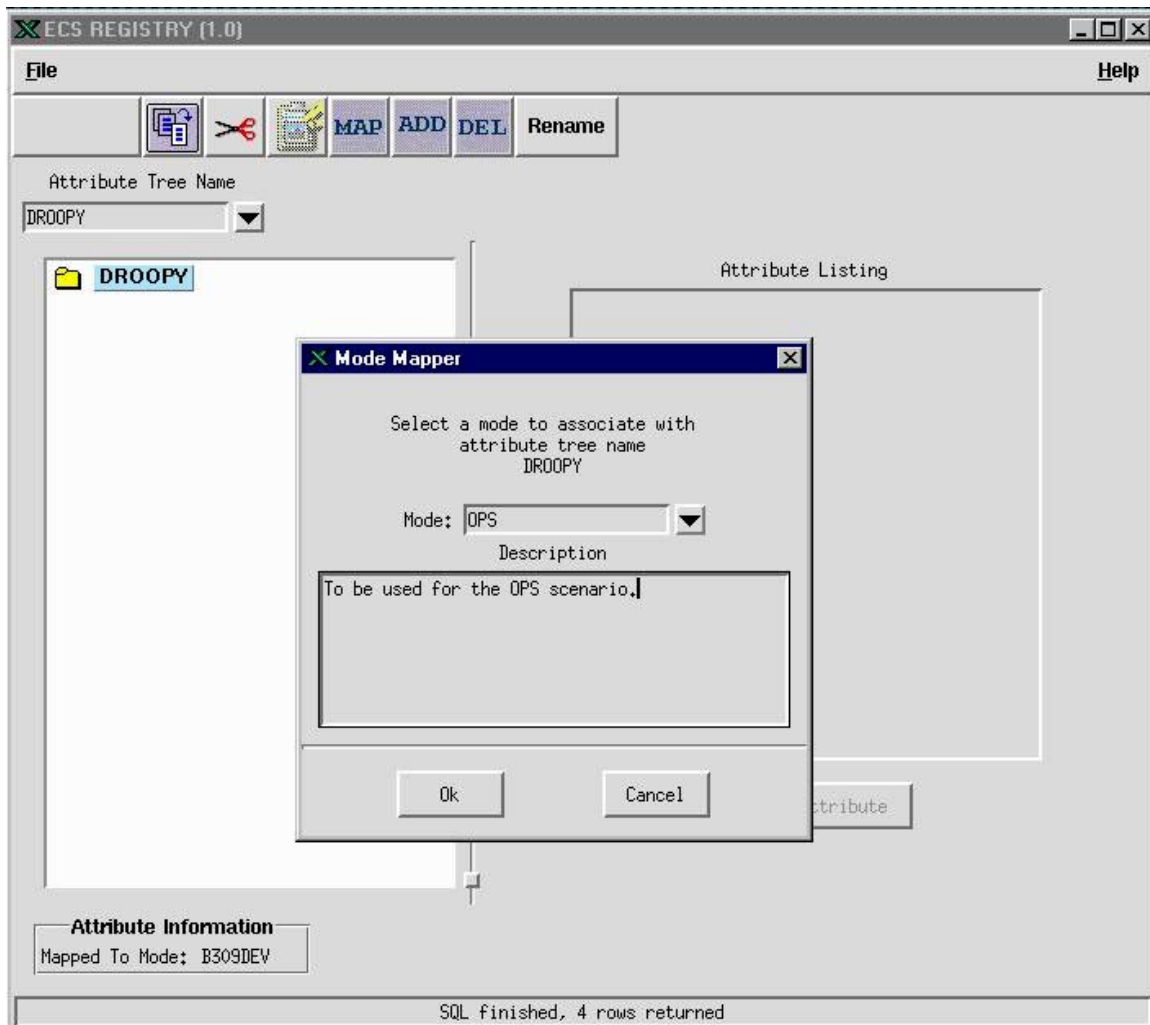


Figure 4.1.12-7. Results of Mode Mapping

Figure 4.1.12-8 represents the final result of associating a mode with an attribute tree. In the attribute information box, the mode “OPS” is mapped to attribute tree “DROOPY”.

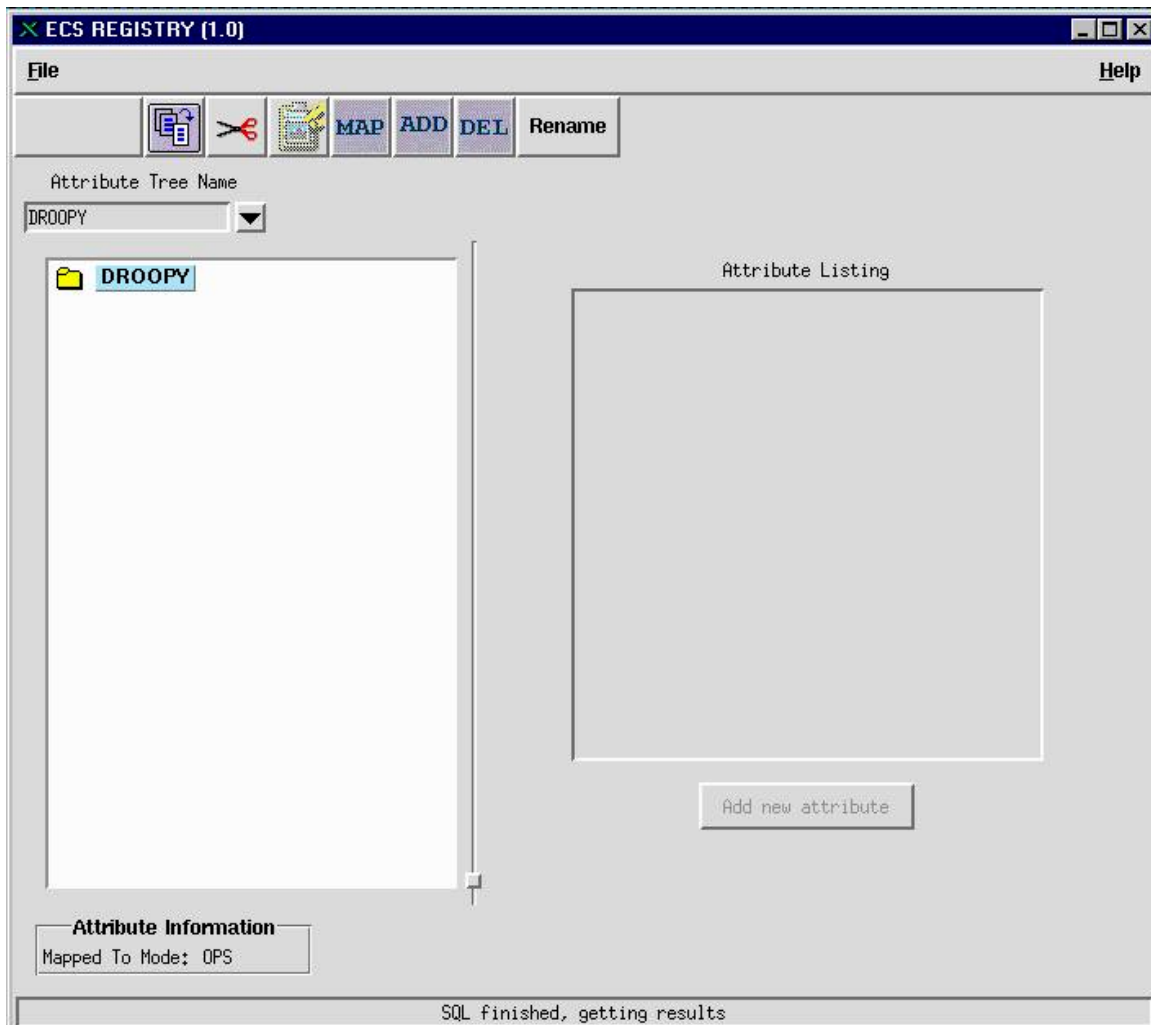


Figure 4.1.12-8. Final Result of Mode Mapping Transaction

4.1.12.2.3 Creating a New Attribute Tree by Copy.

Figure 4.1.12-9 Shows that an attribute tree has been selected and select the user has highlighted the copy icon from the toolbar.

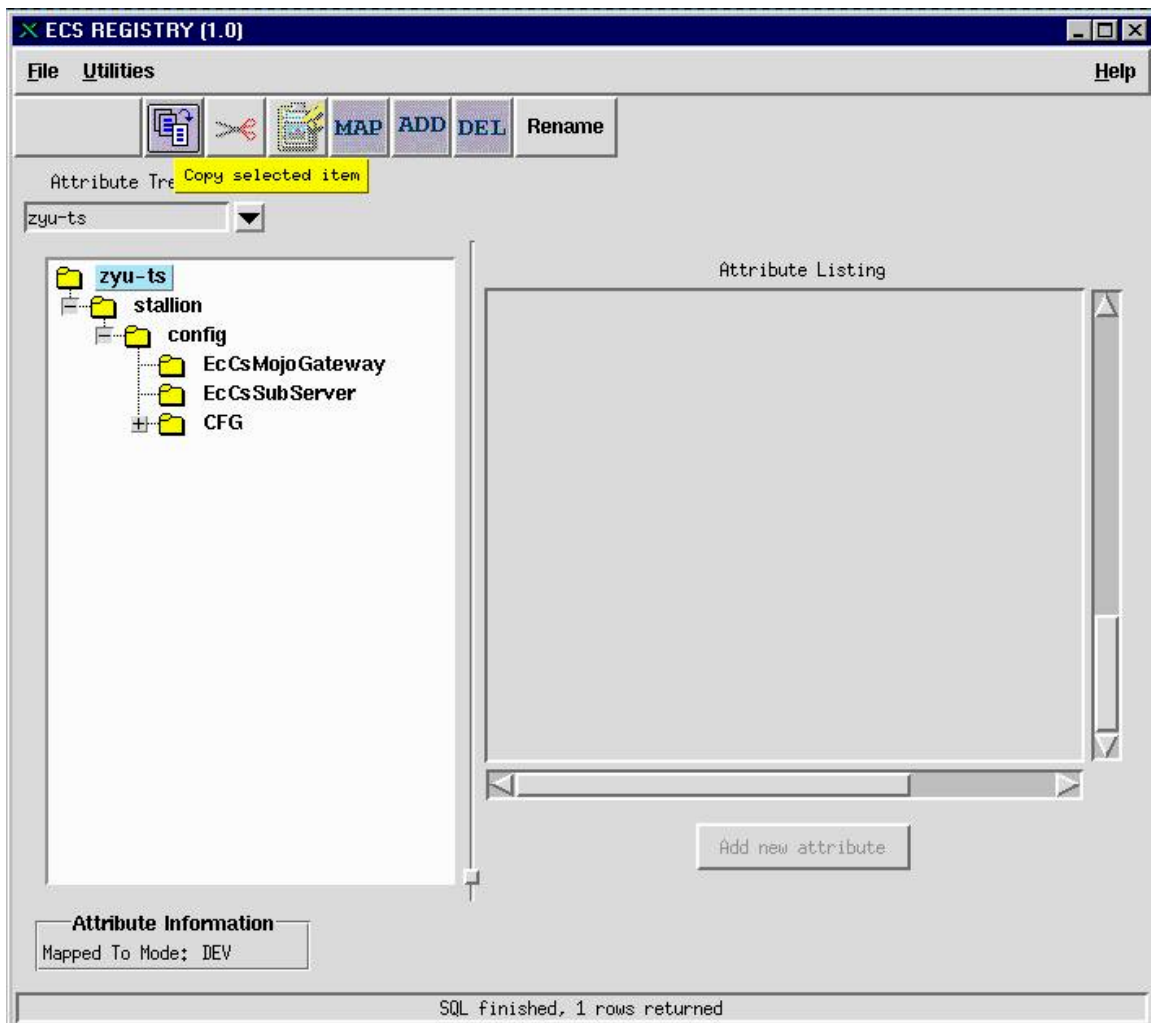


Figure 4.1.12-9. Creating a New Attribute Tree Using the Copy Button

Click the Copy button to facilitate the creation of a new attribute tree as represented by Figure 4.1.12-10

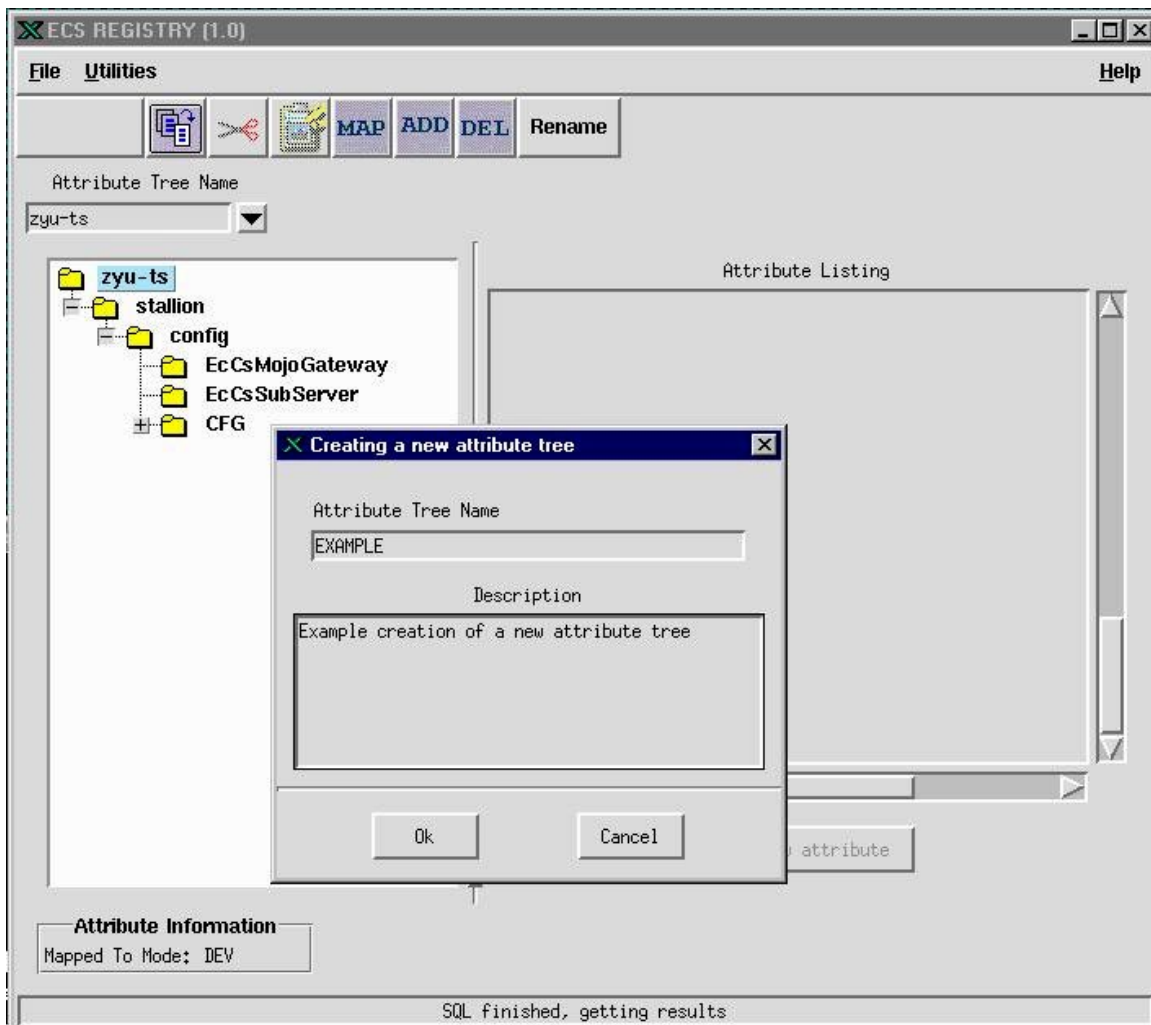


Figure 4.1.12-10. Creating a New Attribute Tree Window

Table 4.1.12-6 identifies the fields in the “Creating a new attribute tree” window

Table 4.1.12-6. Creating a New Attribute Tree by Copy

Field Name	Data Type	Size	Description
“Creating a new attribute tree”	Display only	-	Window title
Attribute Tree Name	Text	-	Attribute Tree Name
Description	Text	-	Attribute Tree Description
“Ok”	Button	-	Accepts the Copy
“Cancel”	Button	-	Cancels the Copy operation.

Once the new attribute tree has been created you can verify its existence. Open the combo box as depicted in Figure 4.1.12-11 and select the new attribute tree. In this case, the new attribute is “EXAMPLE”.

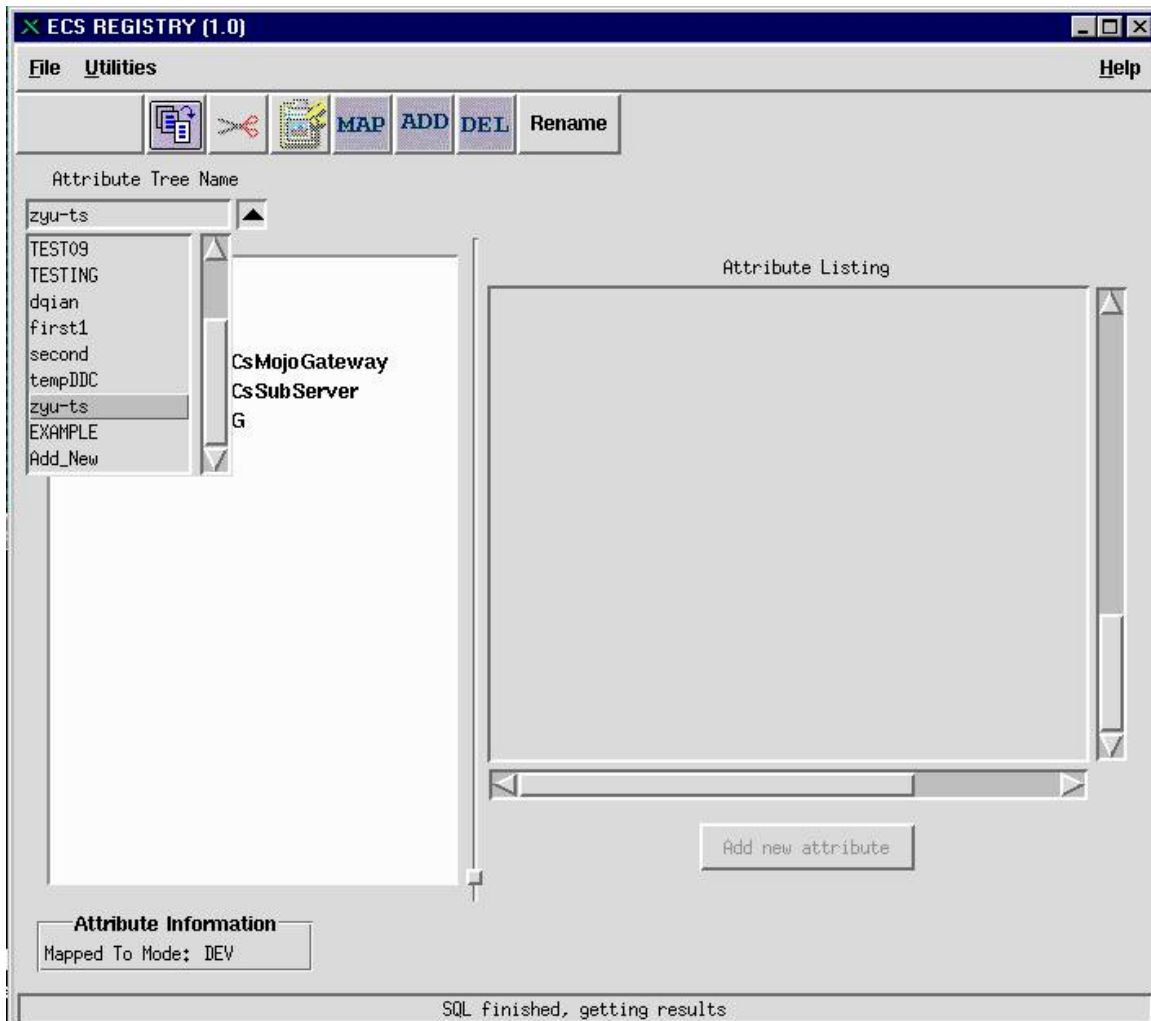


Figure 4.1.12-11. Attribute Tree Field Combo Box List

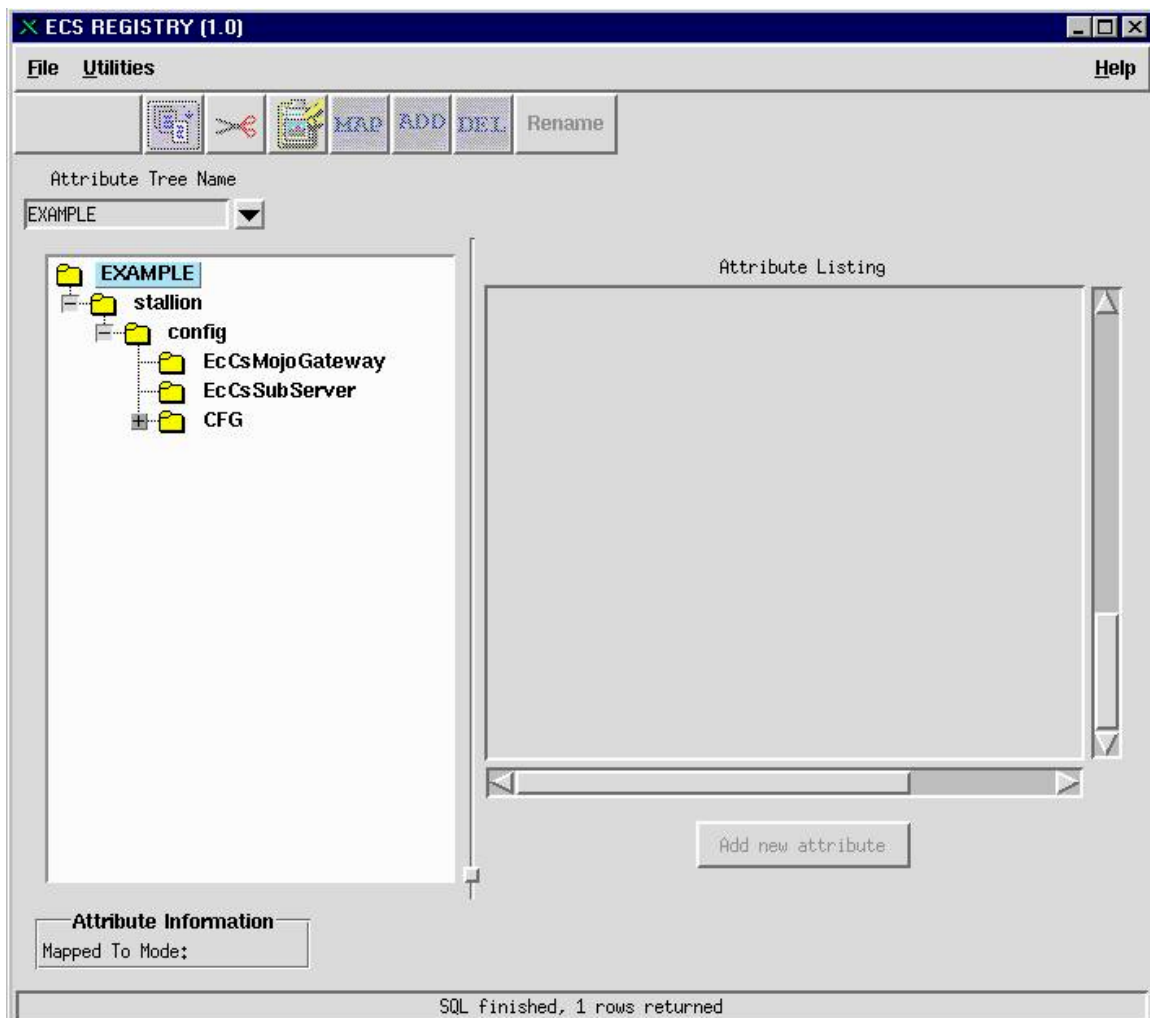


Figure 4.1.12-12. Display of the New Attribute Tree

4.1.12.2.4 Move Subtree Option

To move nodes within the attribute tree select the root of the subtree that is to be moved. In this case we have selected the node "EcCsEmailParser" within the attribute tree labeled *tempDDC* as depicted in Figure 4.1.12-13. Note that there are Attributes associated with the node EcCsEmailParser which will be discussed ahead.

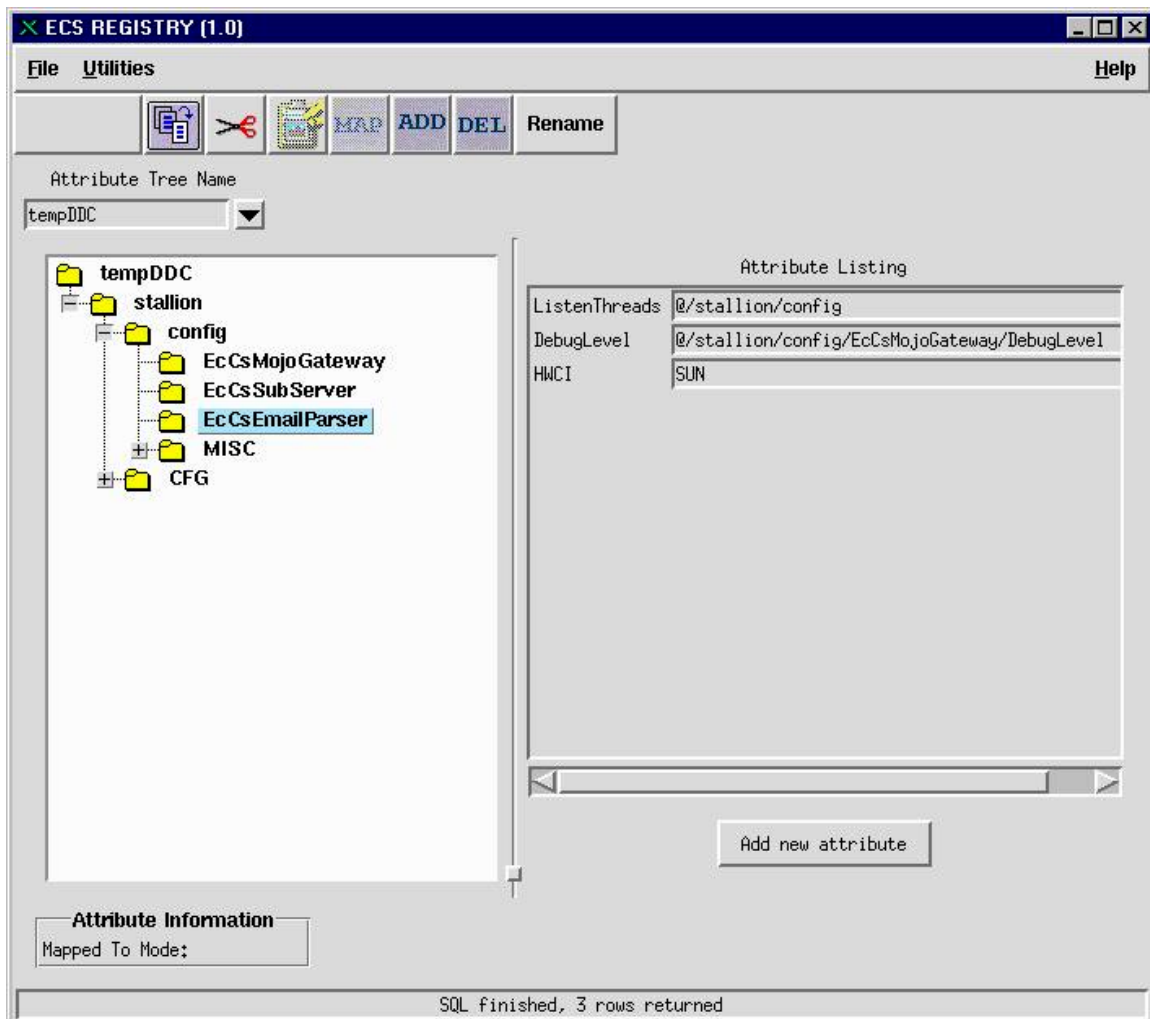


Figure 4.1.12-13. Move Nodes Option

In Figure 4.1.12-14, the cut icon is highlighted.

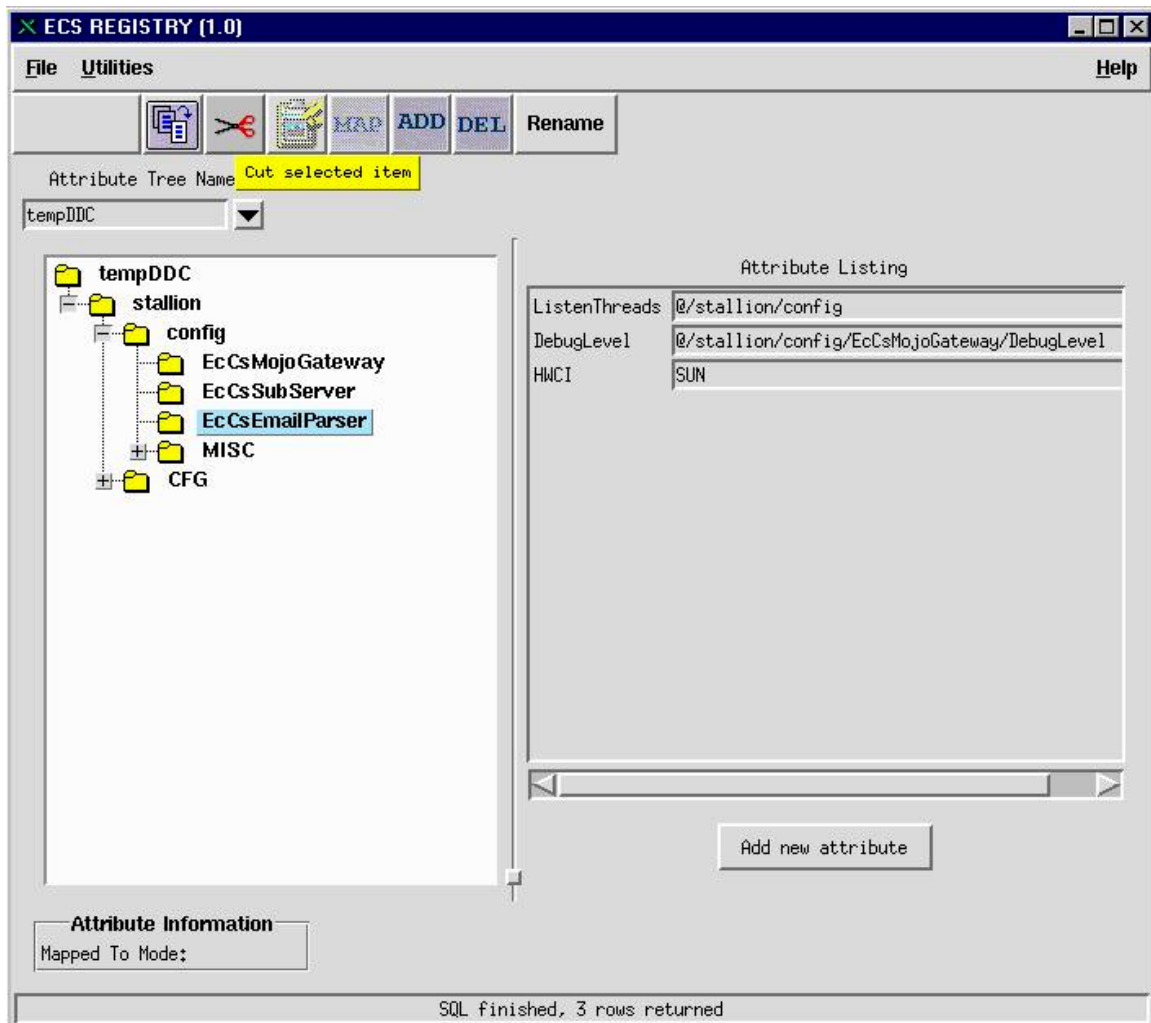


Figure 4.1.12-14. Cut Button is Pressed

Clicking the cut icon prepares the move operation as depicted in Figure 4.1.12-15.

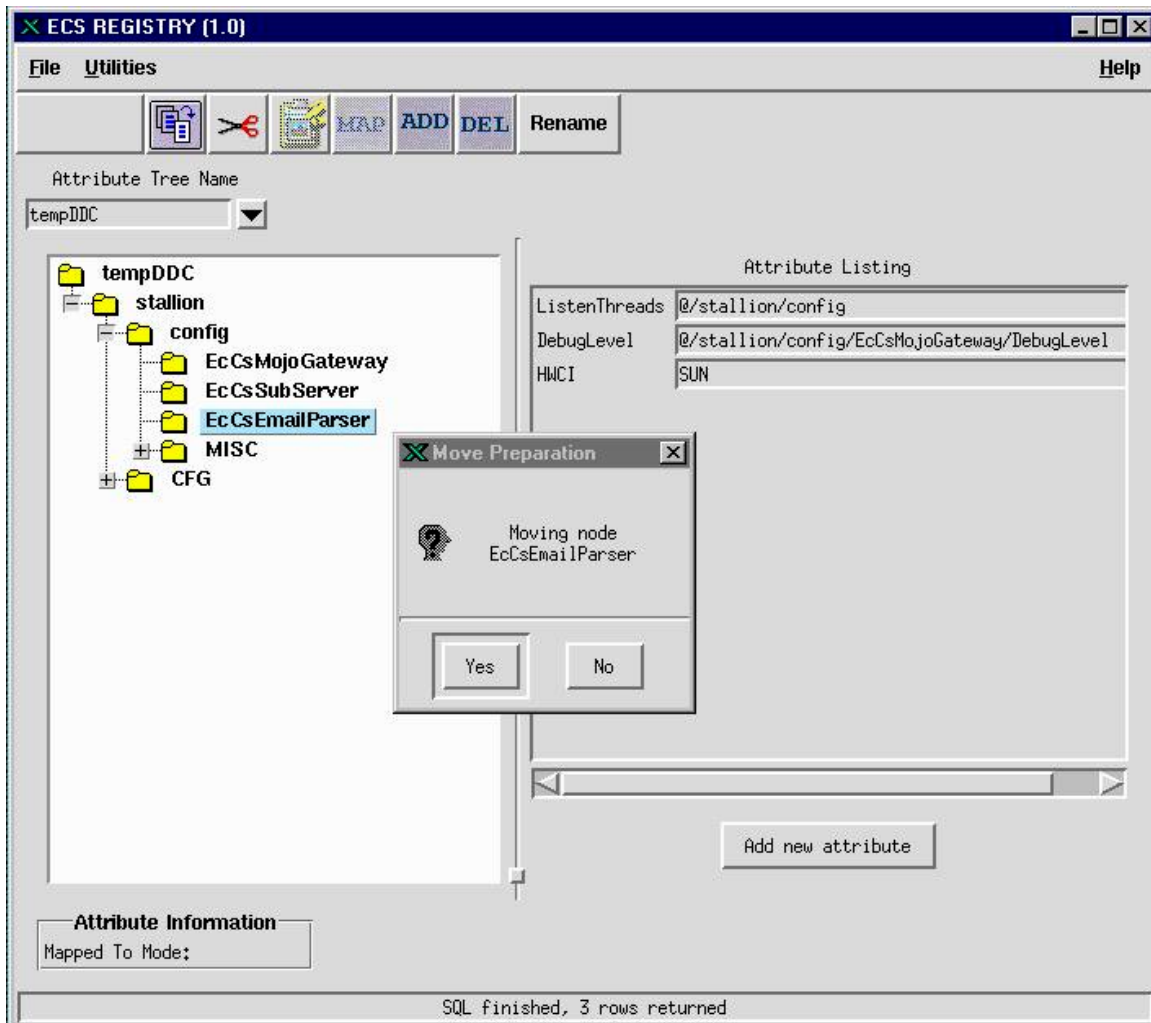


Figure 4.1.12-15. Result of Pressing the Cut Icon in the Move Subtree Operation

Table 4.1.12-7 describes the fields in the Move Preparation window.

Table 4.1.12-7. Move Preparation Field Definitions

Field Name	Data Type	Size	Description
"Move Preparation"	Display only	-	Window title
"Yes"	Button	-	Accepts transaction.
"No"	Button	-	Cancel transaction.

Figure 4.1.12-16 represents final confirmation before the move.

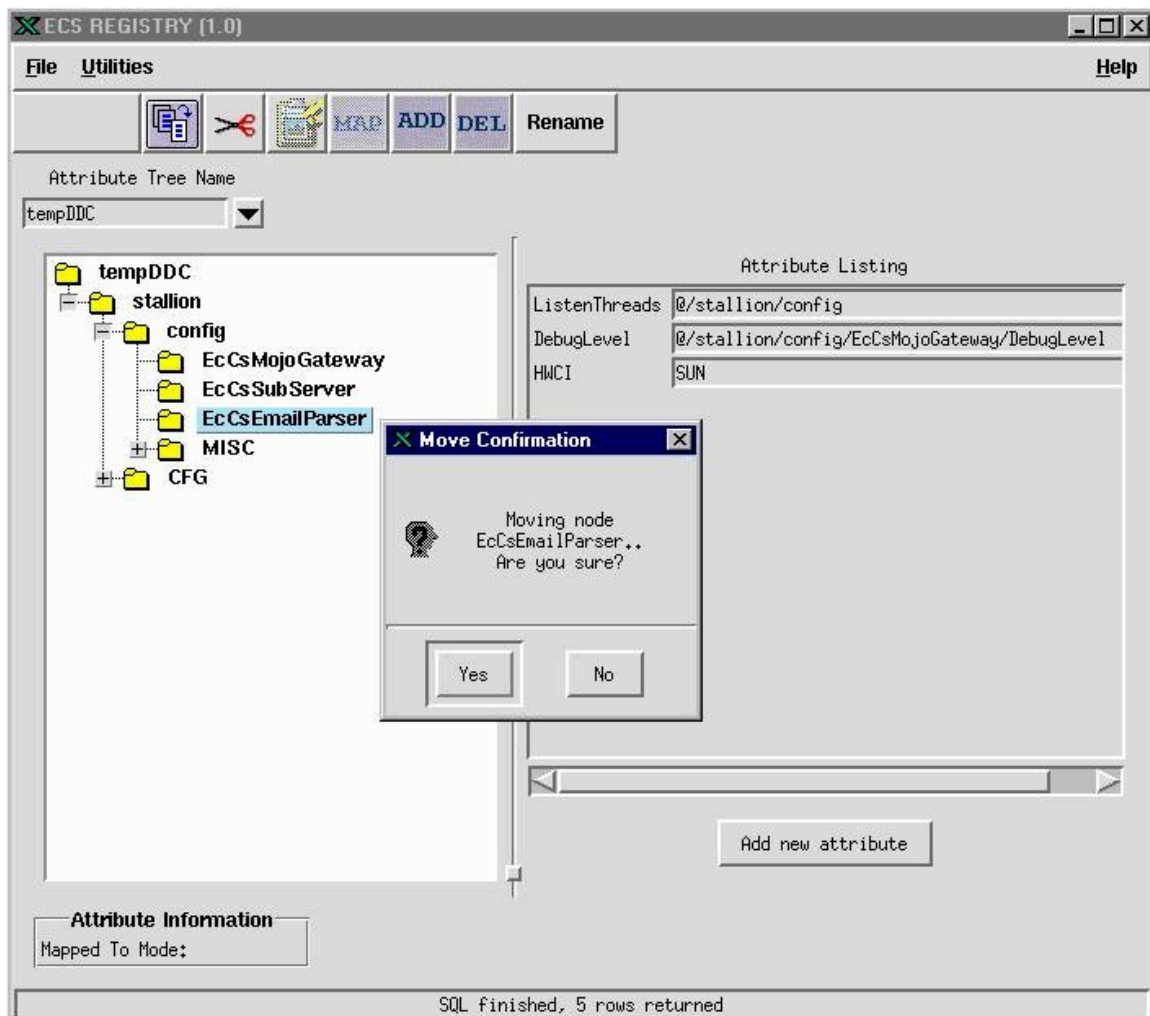


Figure 4.1.12-16. Final Confirmation for the Move Operation

Table 4.1.12-8 describes the field in the Move Confirmation window.

Table 4.1.12-8. Move Confirmation Window Fields

Field Name	Data Type	Size	Description
"Move Confirmation"	Display only	-	Window title
"Yes"	Button	-	Accepts transaction.
"No"	Button	-	Cancels transaction.

Select the target node for the move as depicted in Figure 4.1.12-17. In this case the target node is "CFG"

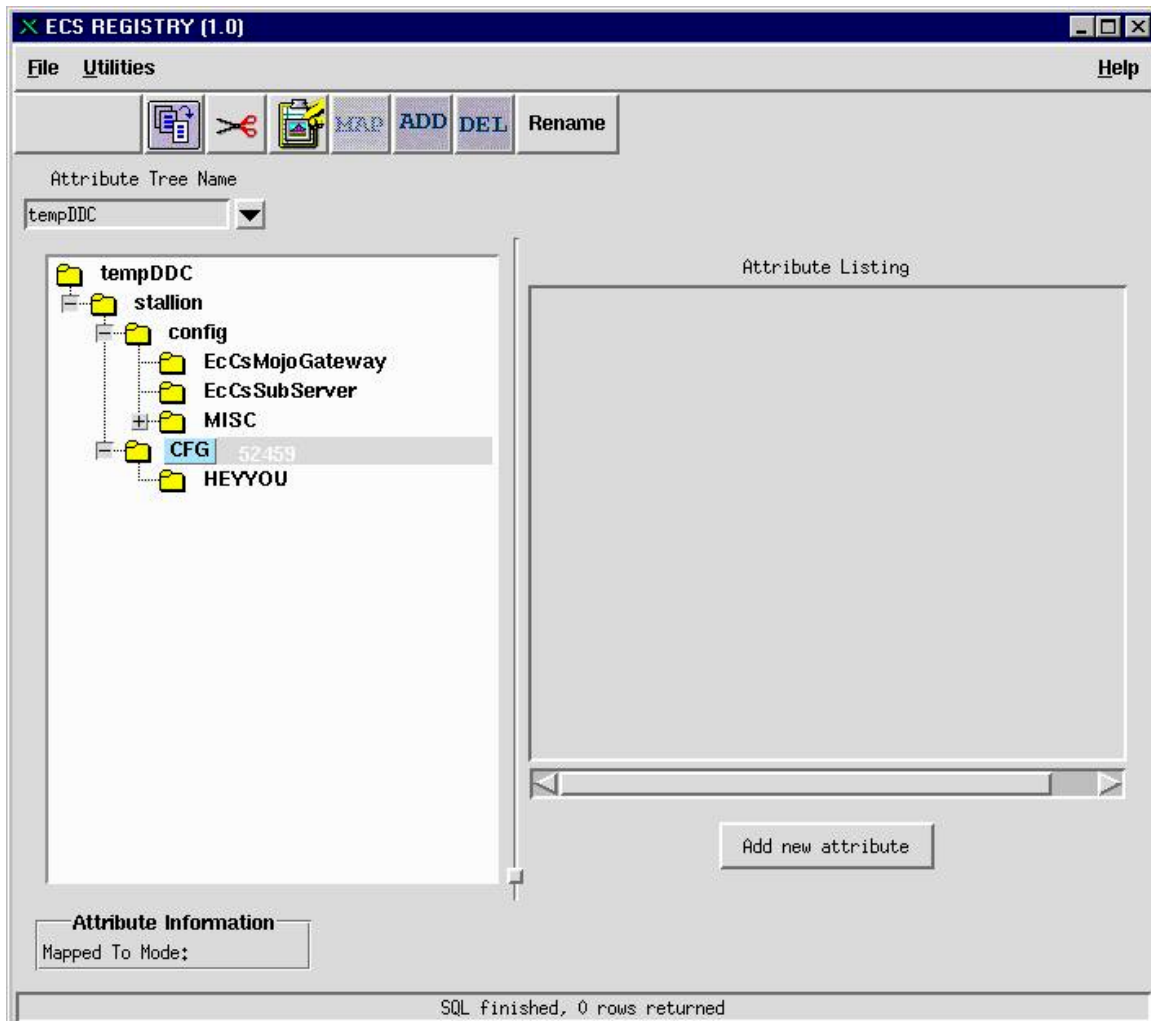


Figure 4.1.12-17. Selecting the Target of the Move

Click the paste icon to finalize the move to the target node as depicted in Figure 4.1.12-18.

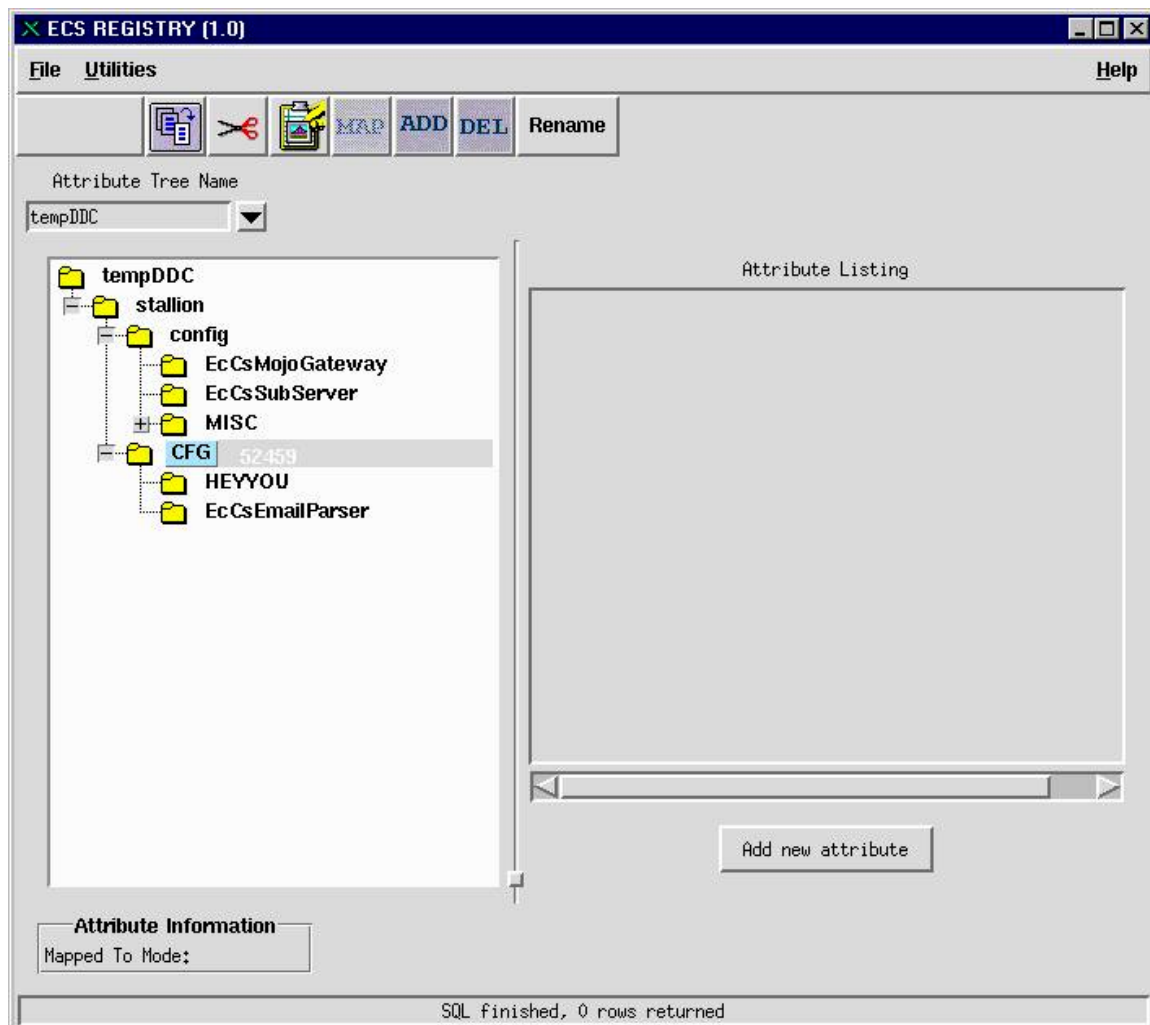


Figure 4.1.12-18. Result of the Paste in the Move Operation

To move a node to a node within another attribute tree:

1. Select an attribute tree of choice.
2. Select a node within the selected attribute tree.
3. Click the “Paste” button.

4.1.12.2.5 Rename Nodes

Select the attribute tree that is to be renamed. In this case the *root* node “EXAMPLE” is selected as depicted in Figure 4.1.12-19.

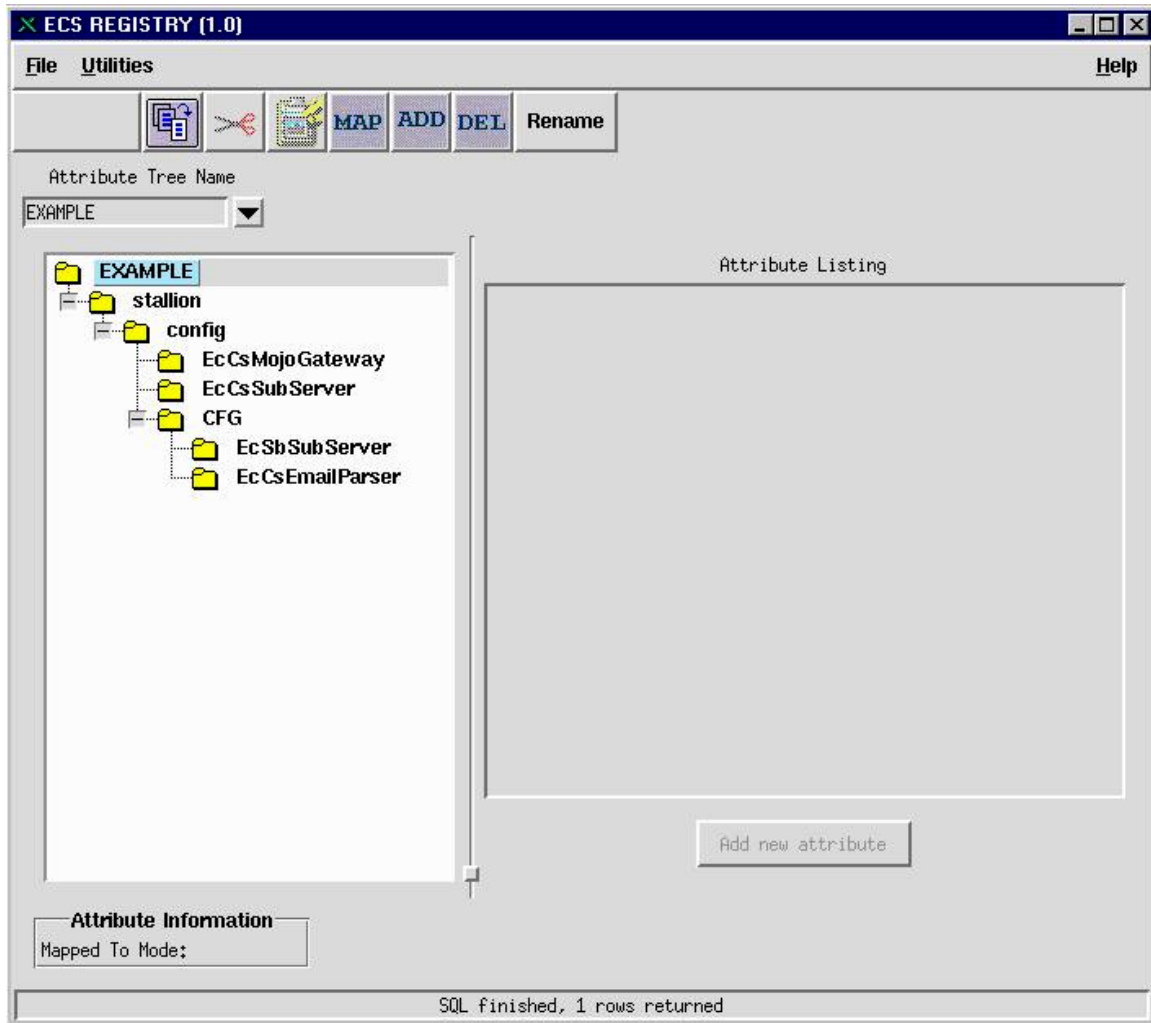


Figure 4.1.12-19. Rename Operation

Click the “Rename” icon from the toolbar and the Rename dialog box is display as represented in Figure 4.1.12-20. Enter the new name and click “OK”

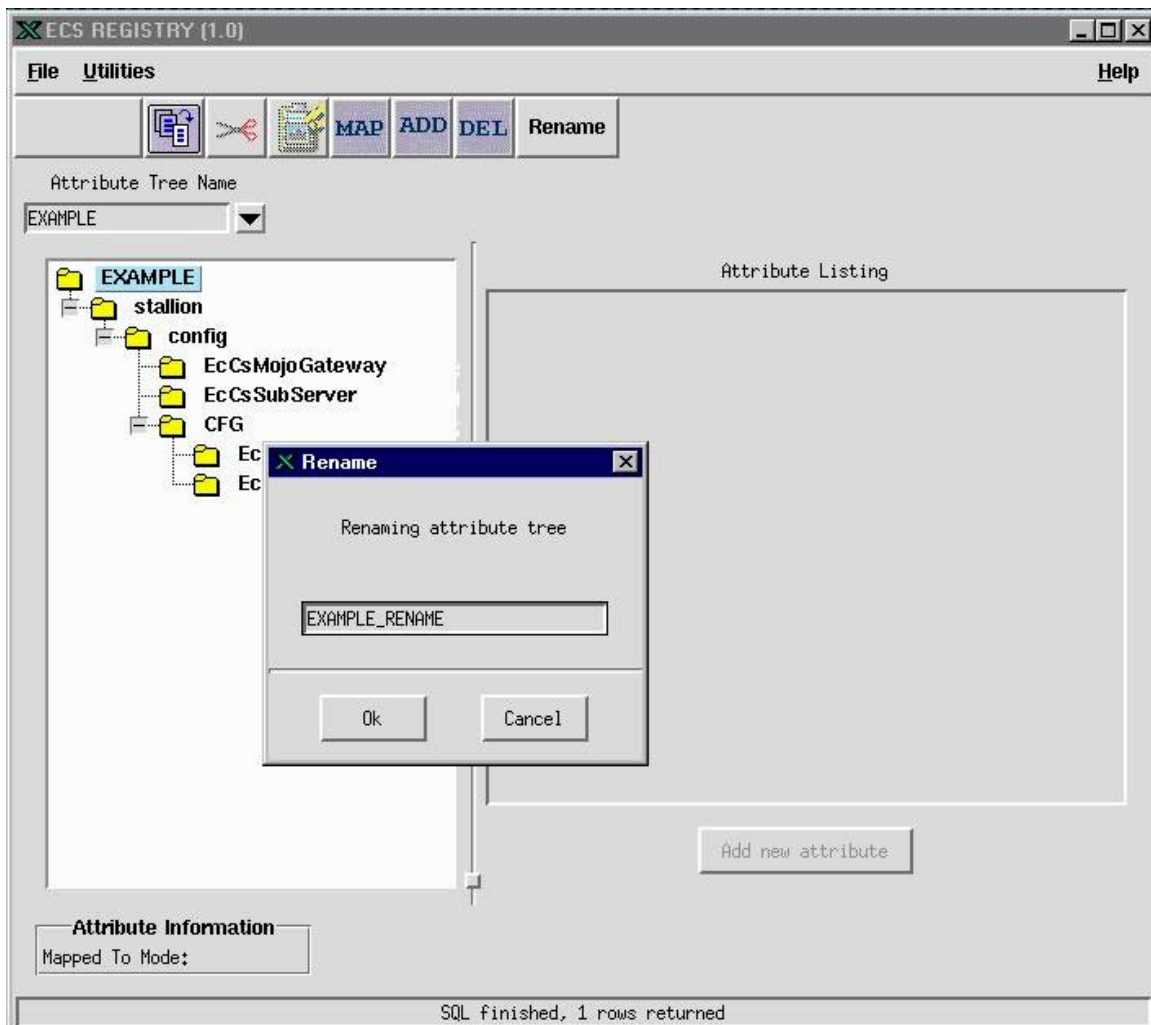


Figure 4.1.12-20. Rename Dialog Box

Table 4.1.12-19 describes the fields in the Rename Dialog box.

Table 4.1.12-9. Rename Attribute Tree

Field Name	Data Type	Size	Description
"Rename"	Display only	-	Window title
New Name	Text	-	New Name
"Ok"	Button	-	Accepts transaction.
"Cancel"	Button	-	Cancels transaction.

Figure 4.1.12-21 represents the final results of renaming an attribute tree.

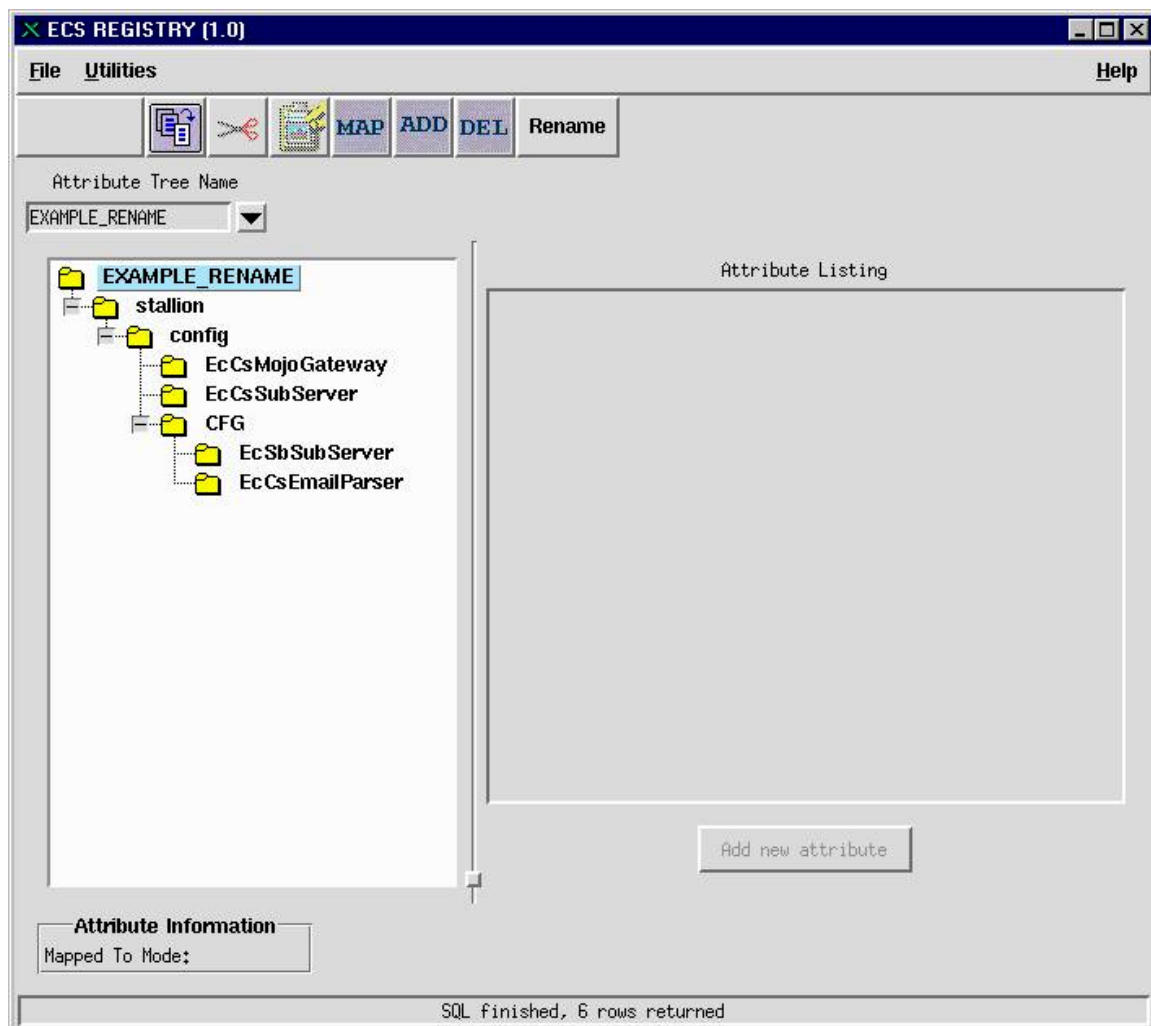


Figure 4.1.12-21. Result of the Rename Attribute Tree Operation

Select a node and click the “Rename” icon from the toolbar. Enter the new name and click “Ok” as depicted in Figure 4.1.12-22

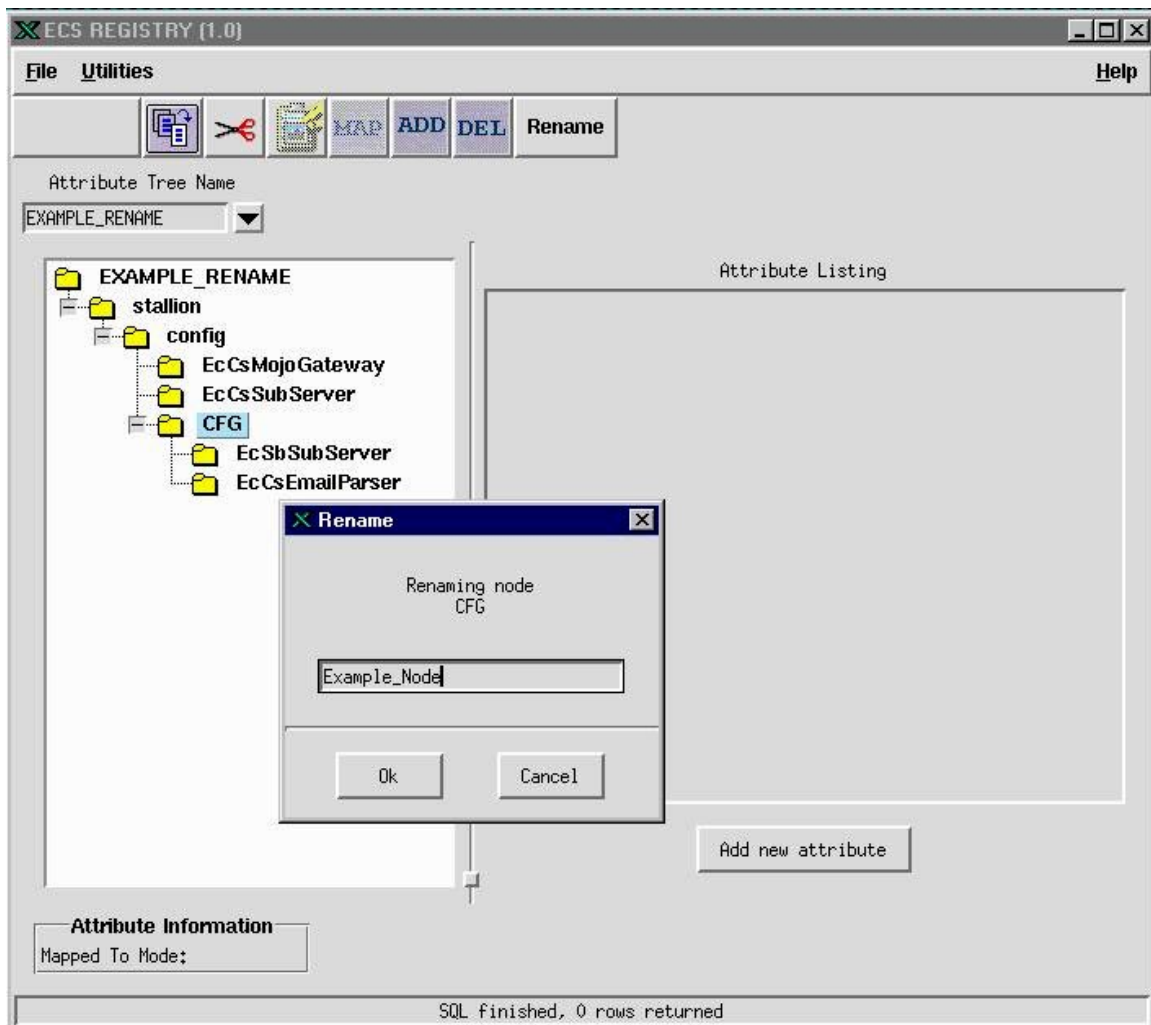


Figure 4.1.12-22. Rename Dialog Box for Changing the “CFG” Node

Figure 4.1.12-23 represents the final results of renaming a node.

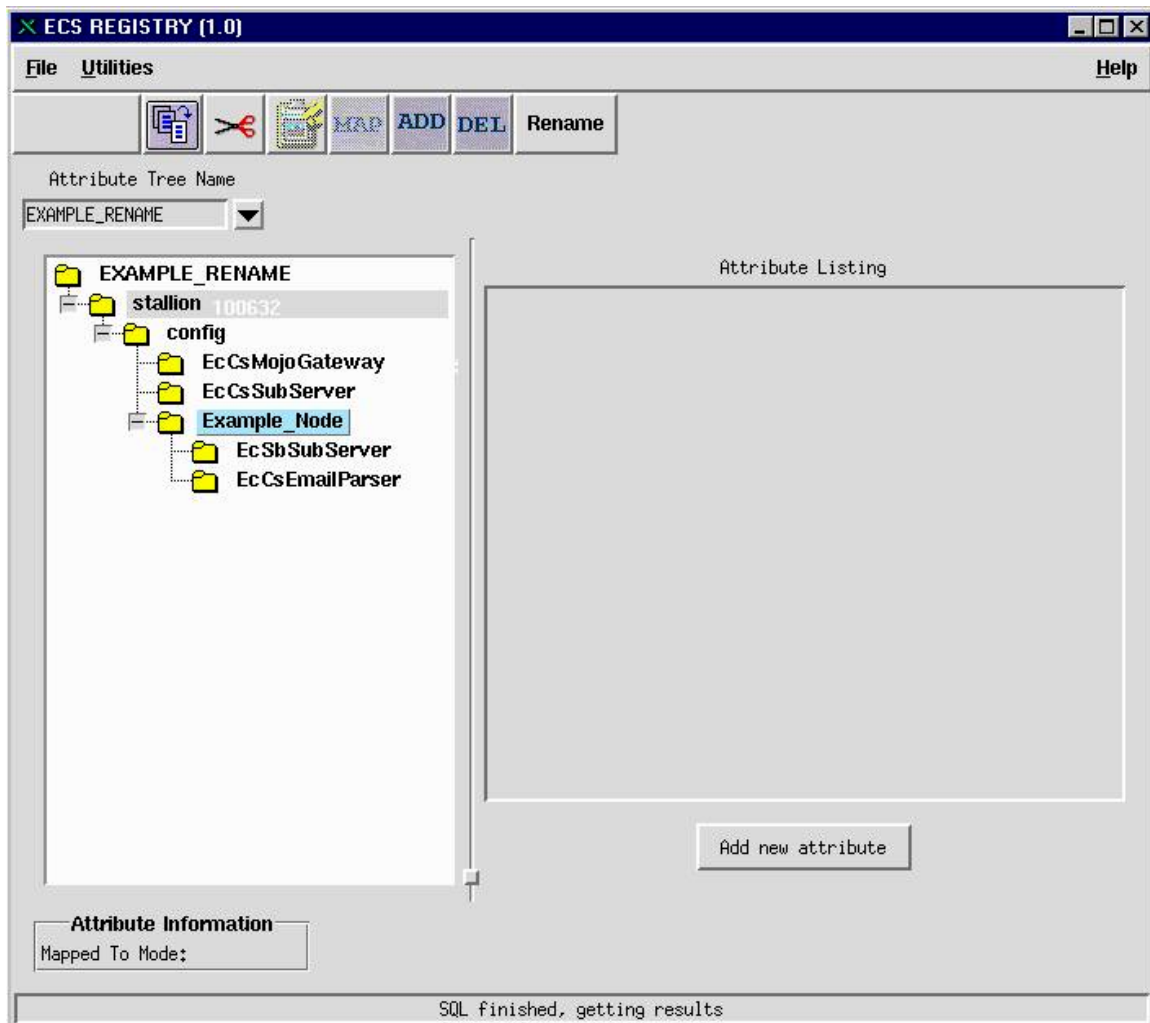


Figure 4.1.12-23. Results of Renaming the “CFG” Node to “Example_Node”

4.1.12.2.6 Deleting Nodes

Figure 4.1.12-24 represents the initiation of a node deletion. Select a node and click the “DEL” button to initiate deletion of a node. A Delete confirmation dialog box will be displayed. Click “Ok” to delete the selected node

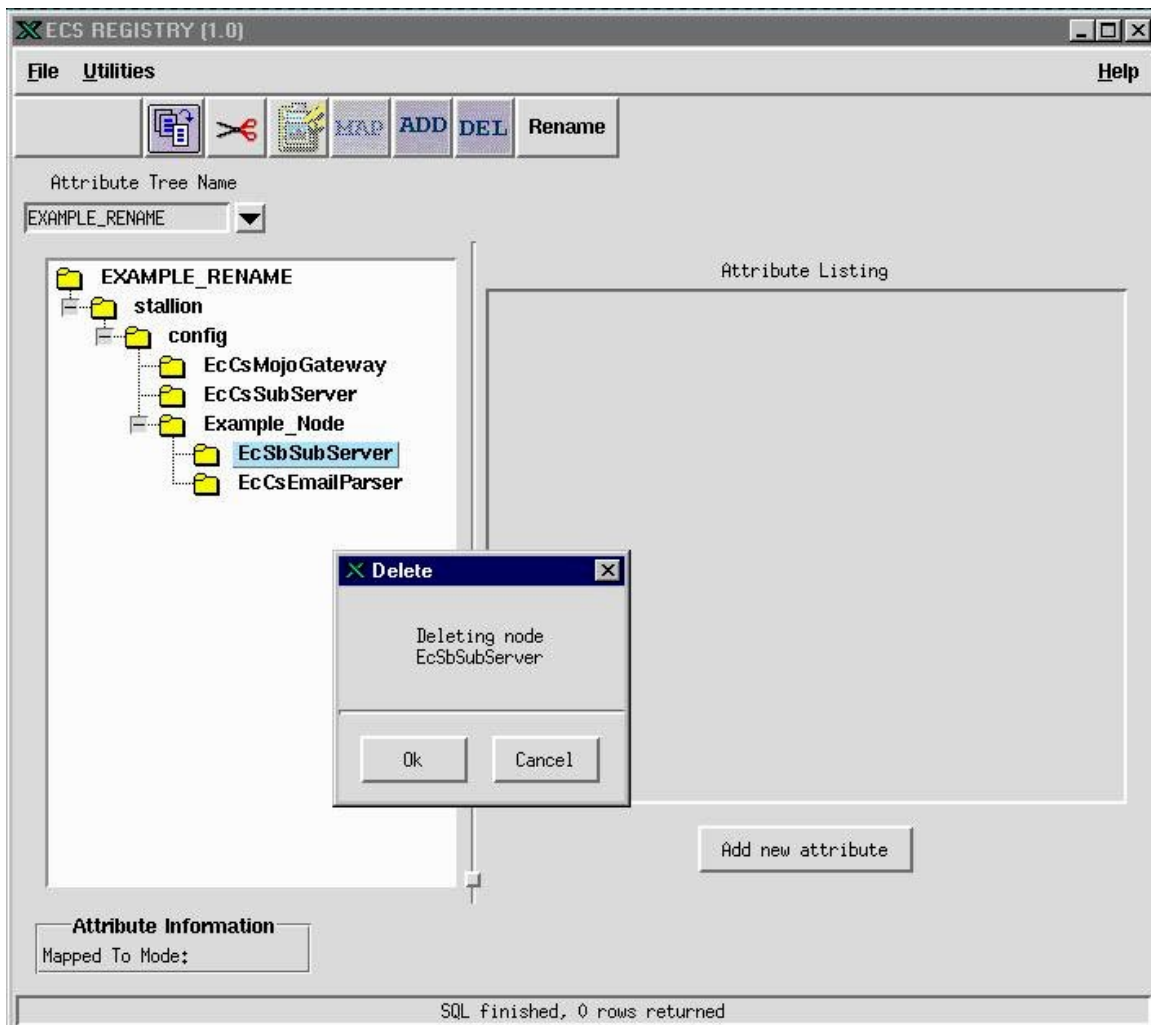


Figure 4.1.12-24. Delete Node Confirmation Dialog Box

Table 4.1.12-10 describes the fields in the Delete dialog box.

Table 4.1.12-10. Delete Node

Field Name	Data Type	Size	Description
"Delete"	Display only	-	Window title
"Ok"	Button	-	Accepts transaction.
"Cancel"	Button	-	Cancels transaction.

Figure 4.1.12-25 represents the final results when deleting a node.

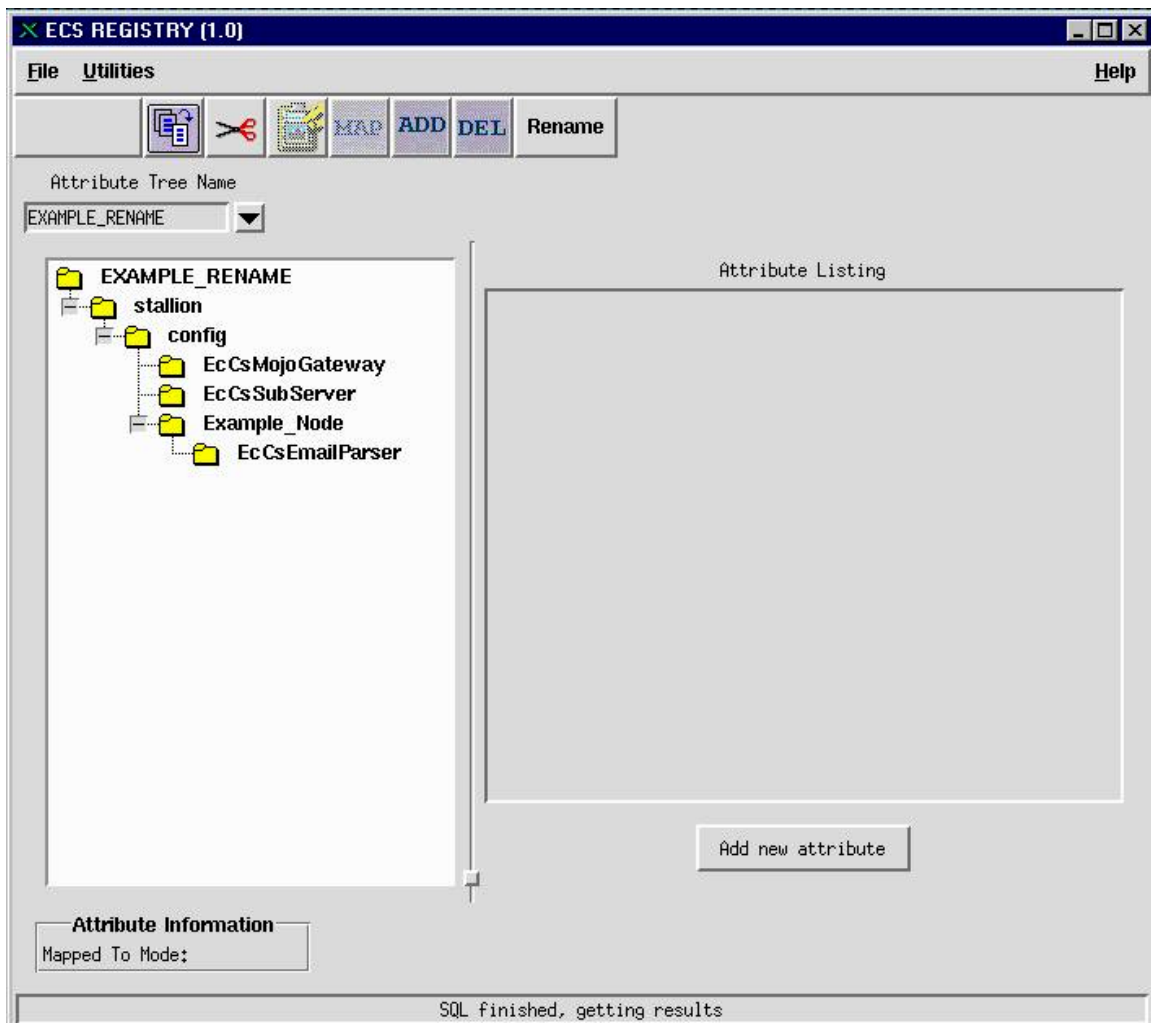


Figure 4.1.12-25. Result of a Confirmed Delete on the Attribute Tree

In Figure 4.1.12-26, node “EcCsEmailParser” has been selected. Node “EcCsEmailParser” has three associated “Attributes”. These attributes contain configurable information that is used by the ECS application software. An attribute is a node with a type “*Attribute*”

To delete an attribute, select it from the “Attribute Listing”. In the example, attribute “HWCI” is selected.

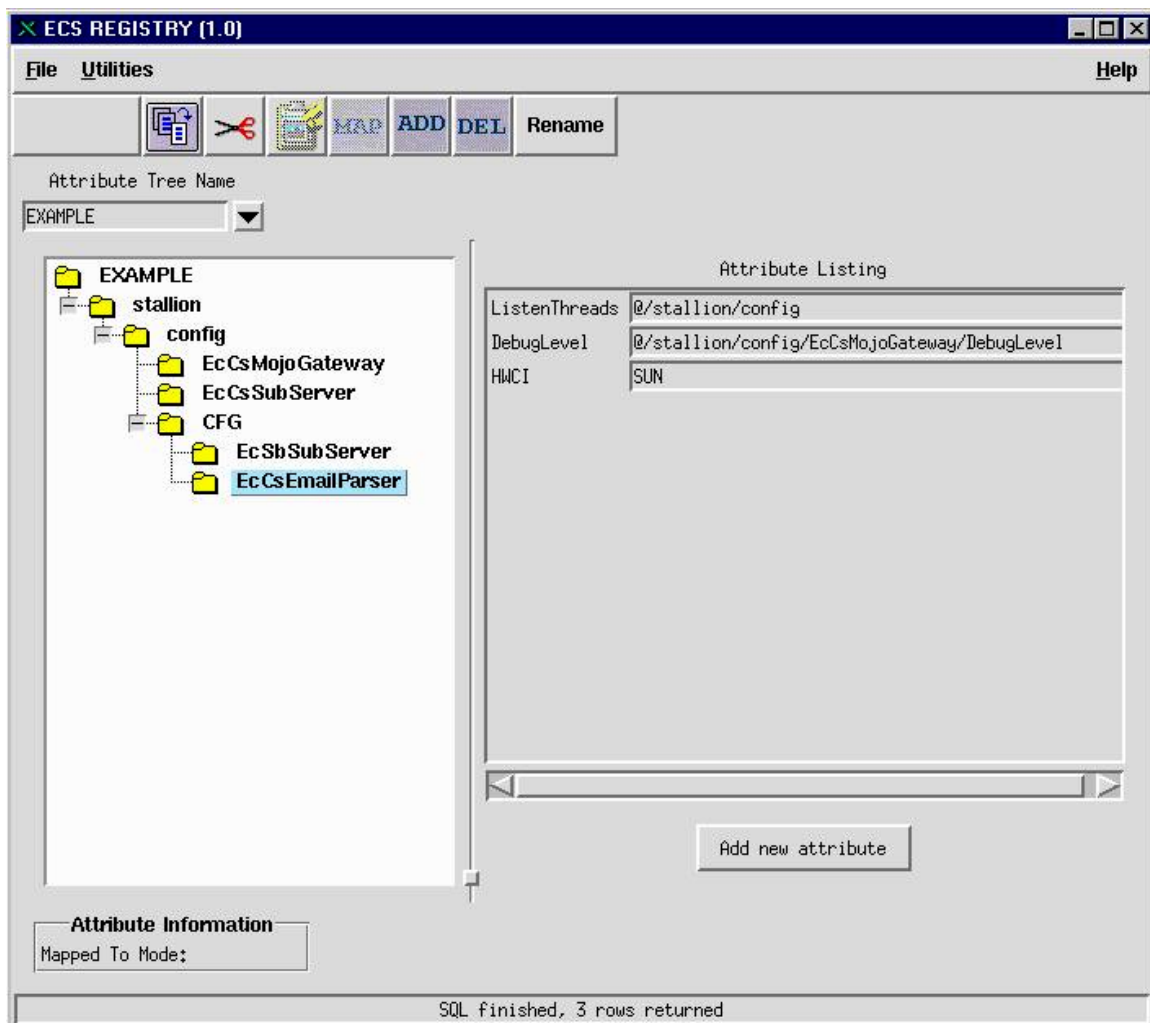


Figure 4.1.12-26. Deleting an Attribute Operation

Table 4.1.12-11 describes the fields for the Delete attribute operation.

Table 4.1.12-11. Fields in the Delete Attribute Dialog

Field Name	Data Type	Size	Description
"Attribute Listing"	Display only	-	Window title
Attribute Name(s) list	Display ENTRY	-	Attribute Name
Add new attribute	Button	-	Launches attribute information dialog.
"Ok"	Button	-	Accepts transaction.
"Cancel"	Button	-	Cancels transaction.

Figure 4.1.12-27 shows the Attribute Information window.

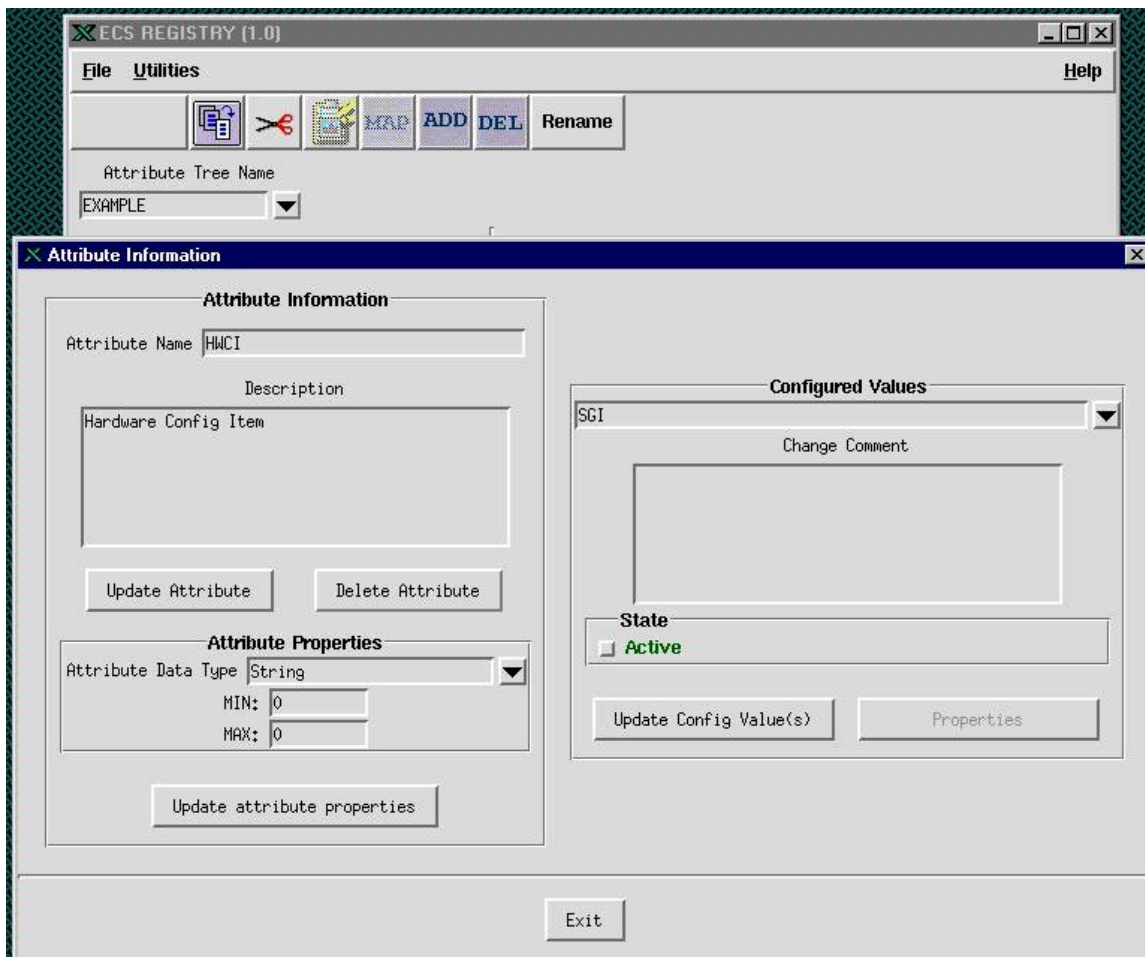


Figure 4.1.12-27. Attribute Information Window

Table 4.1.12-12 describes the fields in the Attribute Information window.

Table 4.1.12-12. Attribute Information Window Fields

Field Name	Data Type	Size	Description
"Attribute Information"	Display only	-	Window title
Attribute Information	Grouping of attribute parameters	-	Heading for the characteristics of a specific attribute.
Attribute Name	Text	-	Attribute Name
Description	Text	-	Attribute Description
Update Attribute	Button	-	Updates registry database with new attribute information.
Delete Attribute	Button	-	Deletes attribute from registry database.
Attribute Properties		-	
Attribute Data Type	String, integer, etc	-	Displays a list of data types using a Combo Box.
MIN	Integer/float min value	-	Used for Integer and Float data types. Sets up a minimum value.
MAX	Integer/float max value	-	Used for Integer and Float data types. Sets up a maximum value.
Update attribute properties	Button	-	Updates registry database with new attribute property information.
Configured Values	Grouping of attribute value info.	-	Collection of configured values associated with an attribute.
Value	-	-	Displays using a Combo Box a list of values associated with the attribute. New values can be added.
Change Comment	Text	-	Upon adding new values or changing the state of a value this field should contain supporting information.
State	Boolean	-	Checkbox field indicating one of two states.: Active(green) or Inactive(Red) By default configuration values are active. When a configuration value becomes "Inactive" that value will no longer be used.
Update Configuration value	Button		Inserts new configuration value information into registry database.
Properties	Button		Displays property information for selected configuration value.
Exit	Button		Removes attribute information dialog.

When the "Delete Attribute" button is clicked, a Delete Confirmation dialog showing the attribute to be deleted is displayed as shown in Figure 4.1.12-28. The user hits the "Yes" button to confirm the deletion or the "No" button to cancel the deletion.

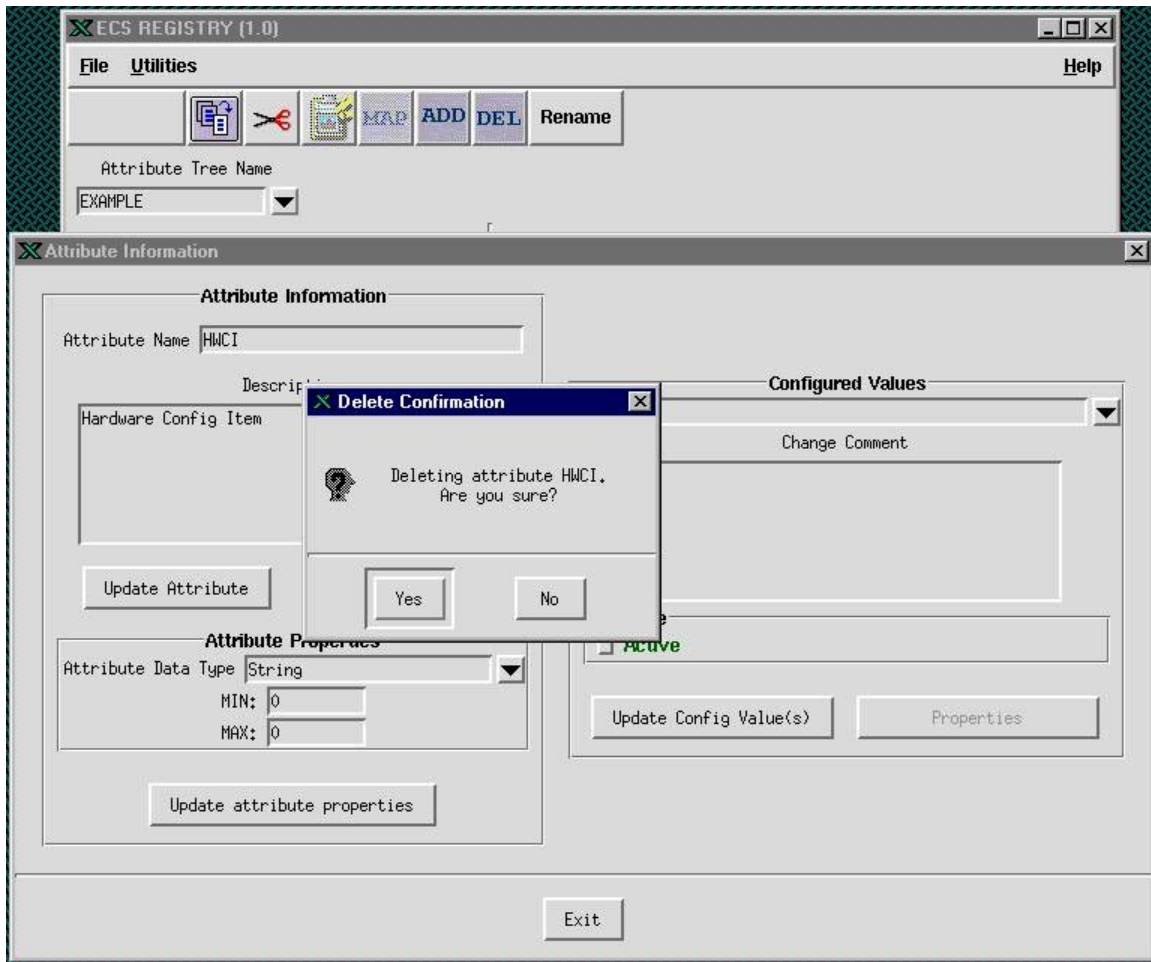


Figure 4.1.12-28. Delete Attribute Confirmation Dialog Box

Figure 4.1.12-29 represents the final results when deleting an attribute. Attribute “HWCI” has been deleted.

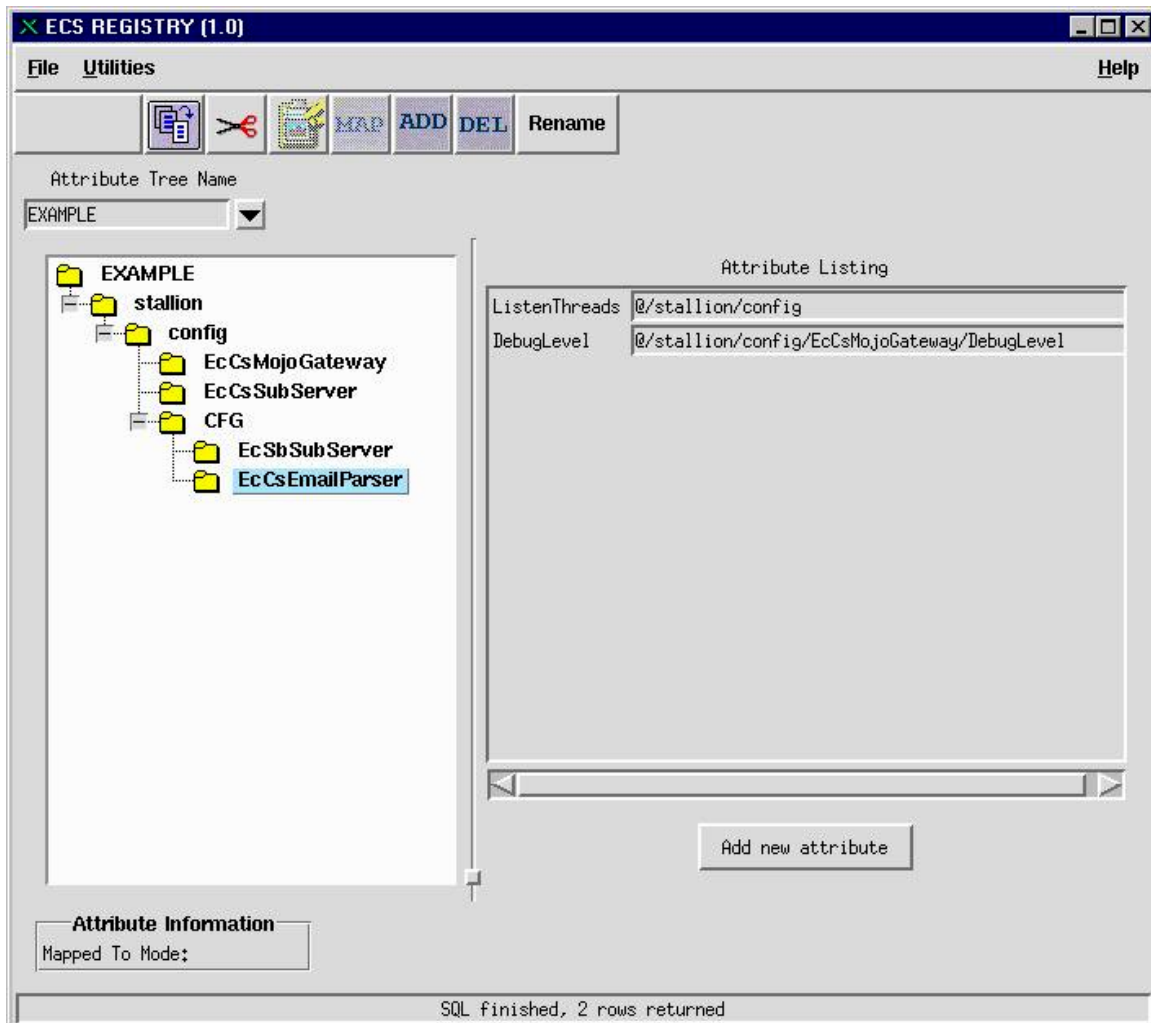


Figure 4.1.12-29. Final Result of the Delete “HWCI” Attribute Operation

4.1.12.2.7 Creating a New Attribute Tree

Open the “Attribute Tree Name” combo box and scroll down to the bottom as shown in the Figure 4.1.12-30. There is an element called “Add_New”. Clicking on this element allows the creation of a new attribute tree.

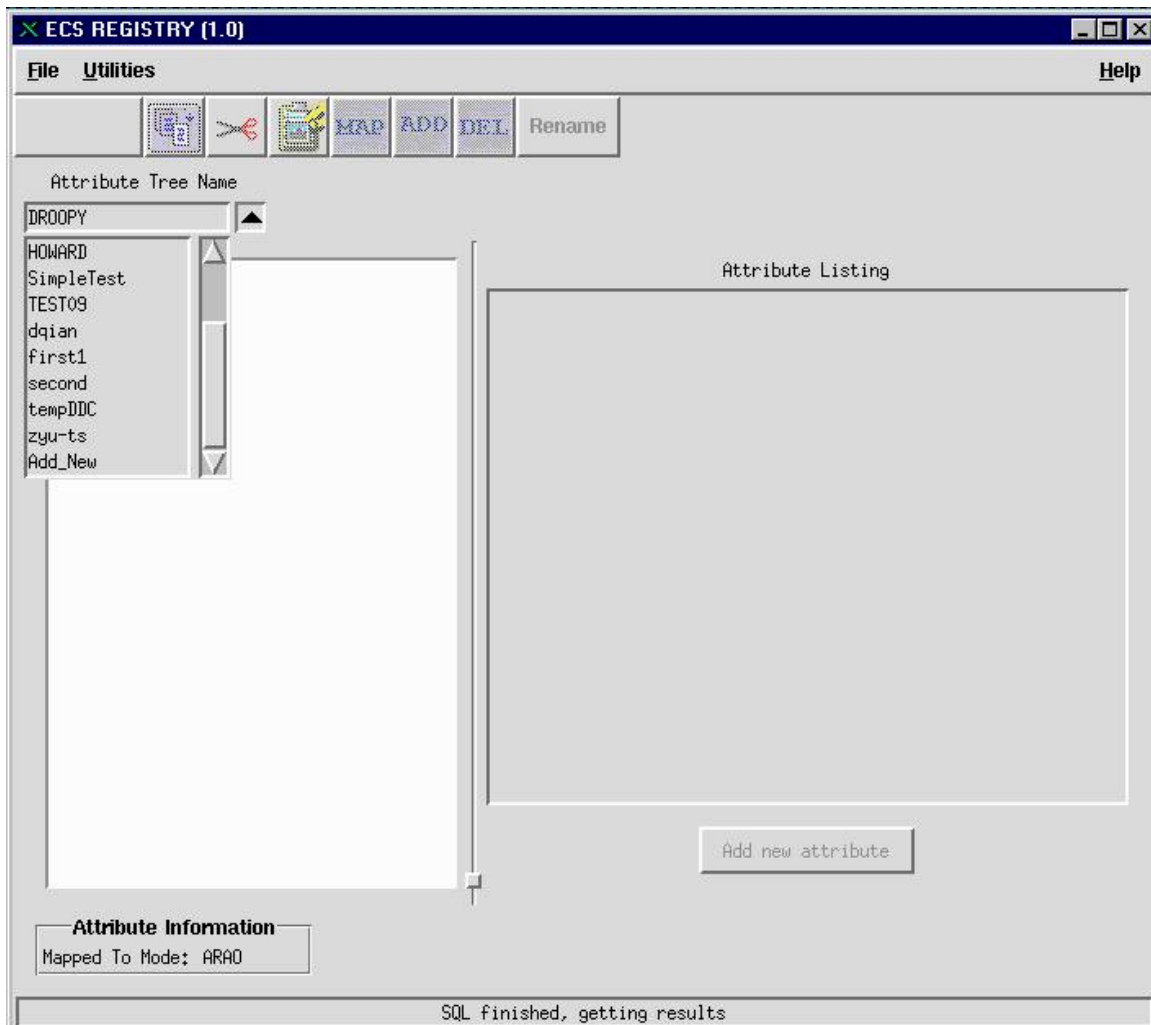


Figure 4.1.12-30. Creating a New Attribute Tree

Clicking on the element “Add_New” in the list invokes the “Creating a new attribute tree” dialog as depicted in Figure 4.1.12-31. Enter the new attribute tree name and a description and click “Ok”.

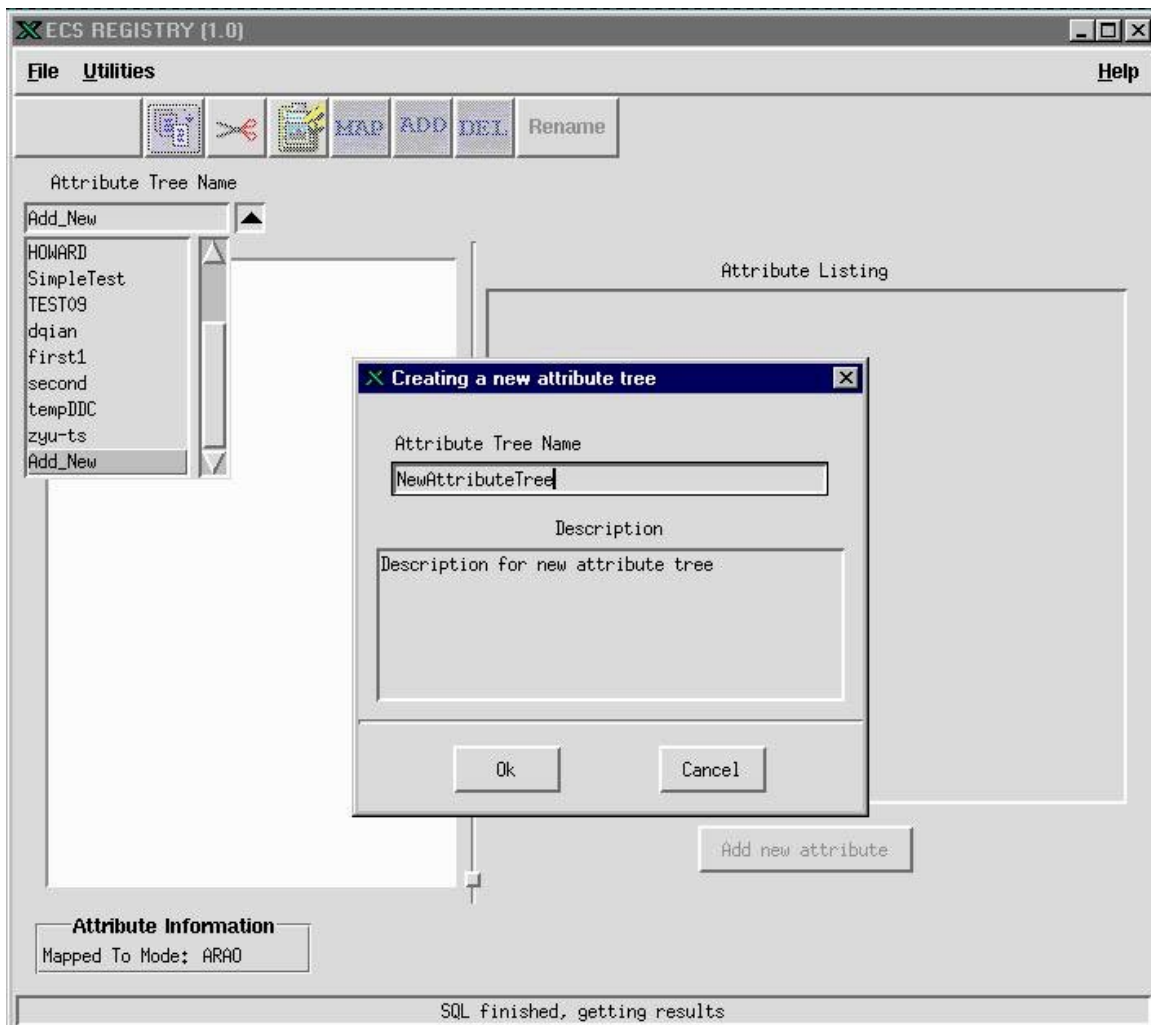


Figure 4.1.12-31. “Creating a new attribute tree” Dialog Box

Table 4.1.12-13 describes the fields in the “Create new attribute tree” dialog box.

Table 4.1.12-13. Fields in the “Create a new attribute tree” Dialog Box

Field Name	Data Type	Size	Description
“Create a new attribute tree”	Text	-	Dialog box title
Attribute Name	Text	-	User enters the name of the attribute tree.
Description	Text	-	User enters a brief description of the attribute tree.
Ok	Button	-	Initiates the addition of the new tree.
Cancel	Button	-	Cancels the addition operation.

Figure 4.1.12-32 represents the final results when creating a new attribute tree.

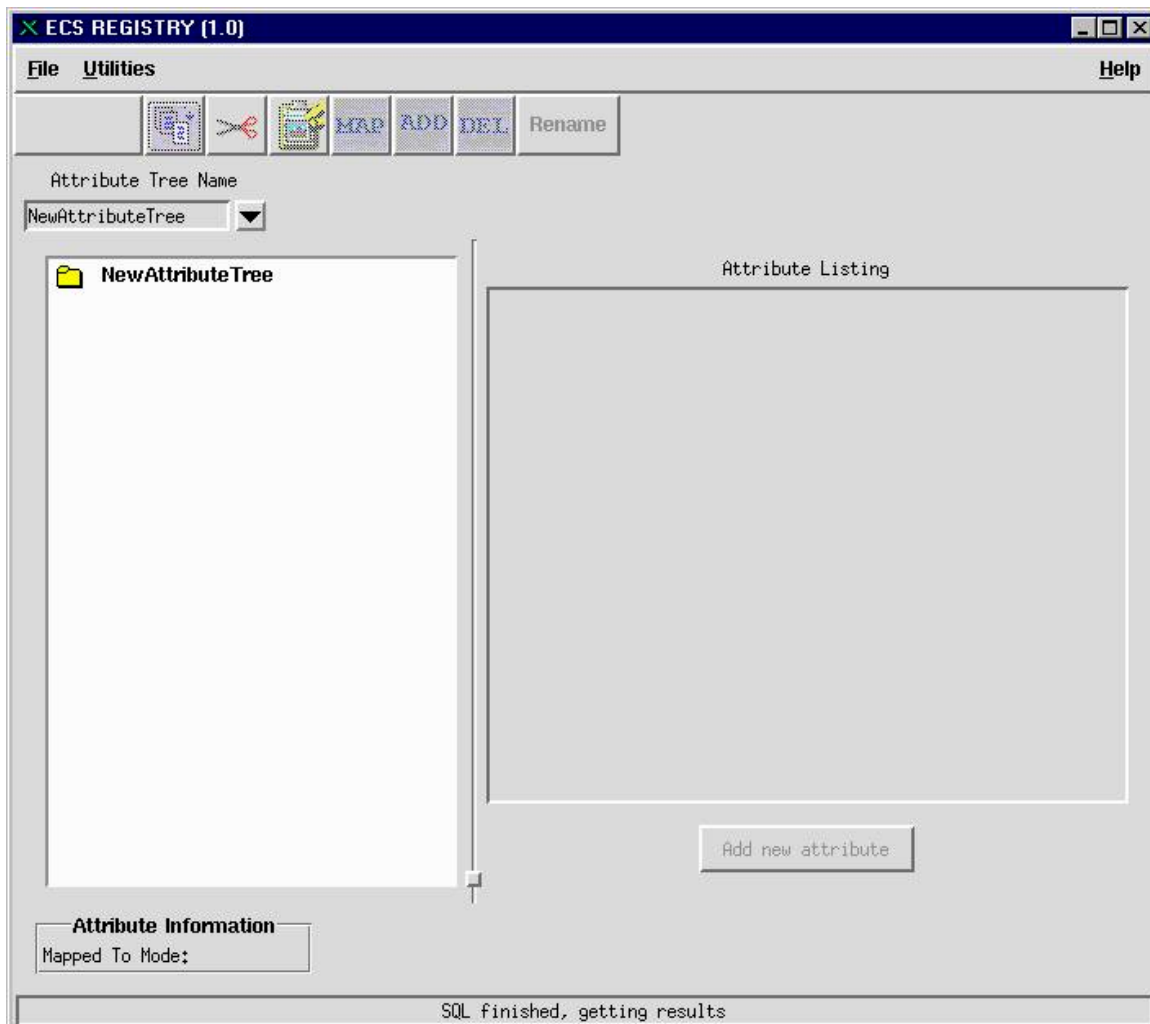


Figure 4.1.12-32. Final Result a Adding a New Attribute Tree

4.1.12.3 Required Operating Environment

The required operating environment is a UNIX OS on HP version 10.20, IRIX 6.5 and SUN 5.5

4.1.12.3.1 Interfaces and Data Types

Not Applicable

4.1.12.4 Database Schema

The name of the Registry database used is not fixed. It is determined by DAAC management.

4.1.12.5 Special Constraints

The ECS Registry GUI will allow only one user to write to the database at a time.

4.1.12.6 Outputs

None

4.1.12.7 Event and Error Messages

Error dialogs are displayed when mandatory fields are missing.

4.1.12.8 Reports

No reports are generated.